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DRAUGHTS OR CHECKERS

FOR

BEGINNERS.

BY

HENRY SPAYTH,

Author of "American Draught Player," and "Game of Draughts."

"In games of science
Art must point the way;
Chance aids but little—
Skill decides the sway."

NEW YORK:
DICK & FITZGERALD, PUBLISHERS.

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TO

J. D. JANVIER, ESQ.,

THIS VOLUME IS RESPECTFULLY DEDICATED,

BY

THE AUTHOR.

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PREFACE.

In presenting this volume to the public, I do not consider an apology necessary for appearing the third time with a treatise on the beautiful and highly interesting game of Draughts. The success with which my two previous works (designed mainly for advanced players) have been attended, has induced me to offer this little volume, which is more especially adapted to beginners.

The Elementary Instructions will be found sufficiently simple for one and all to comprehend; while the choice lot of original and selected Games and Positions, will enable all those who will make themselves thoroughly familiar with them, "to lay out the whole army of book opposers."

Having availed myself of everything pertaining to the game, deemed necessary for beginners, I commit the work to the public, hoping it will meet the expectations of those for whom it is designed.

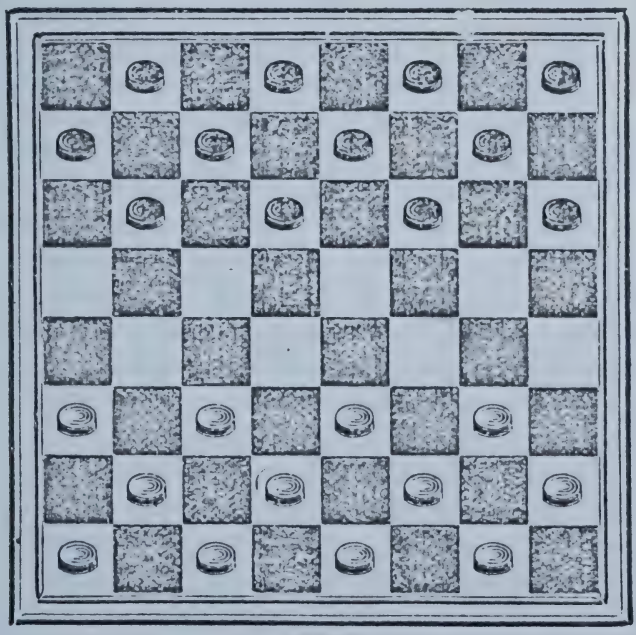
HENRY SPAYTH.

BUFFALO, *July* 1865.

ELEMENTARY INSTRUCTIONS.

THE Game of Draughts is played on a board of 64 squares of different colors, and with two sets of 12 men each, of adverse colors. The following diagram represents the board and men at the commencement of the game:

BLACK.



WHITE.

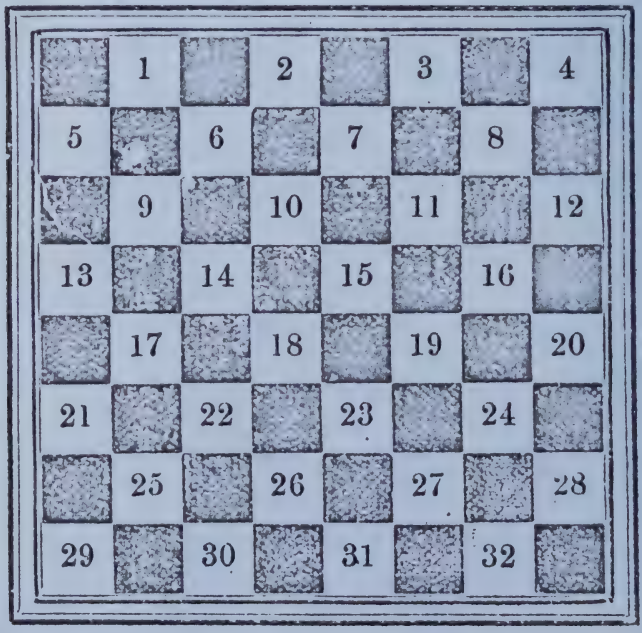
Each player in turn moves one of his men to the right or left along the diagonal on which it stands, and the men can only move forward one square at a time, until they reach the ex-

treme line of the board, when they become Kings, and, being crowned, can then move either forward or backward to the end of the game.

The men capture in the direction they move, by leaping over any opposing piece that may be contiguous, provided there be a vacant square behind them to set the piece upon, and the men thus leaped are removed from the board.

When there are two ways of capturing, you may take your choice, whether in one way one piece only is taken, or in the other way more. When you reach the King-row, whether by a jump or otherwise, that terminates the move until your opponent shall have moved, excepting when you leap in with a piece that is already a king, when you may leap out again if a piece lies in the way of capture.

The final object of each player is to confine his opponent's pieces in a situation where they cannot be played, or both to capture and fix, so that there may be none that can be played;



and the person whose side is brought to this state loses the game.

The preceding diagram represents the board numbered,

which is done for the purpose of recording and communicating the moves.

It will be observed that the board is numbered on the white squares, and that the men are also placed on the same squares. The reason for representing them on the white squares is simply because it is more convenient, as types for doing so are more easily procured. It is customary in this country to play on the black squares, which is also in accordance with the "Laws of the Game."

When the black squares are used the order is not changed, but the color of the squares is altered from white to black, and it will then be observed we have a white square at the lower corner at the right hand.

The student should have a representation of the board numbered on a small card, this being preferable to placing the numbers on the board used for playing. A little practice in this way will shortly enable the learner to dispense altogether with any such aid.

You should read over carefully the "Laws of the Game," and play at all times in accordance with them, and at once begin with a board and men described in the laws. Never touch a piece without moving it; accustom yourself to play slowly at first; remember there must be a motive for every move. The perpetually recurring question should therefore be, What will be the result of this move, that one? etc. Apply, then, that important question at every stage of the game, and answer it by calculating the result of every playable move at the stage in question. Do not permit the loss of a few games to discourage you, but rather let continued defeat act as an incentive to greater efforts of both study and practice.

Presuming that you are now sufficiently acquainted with the Elements of the game, you will proceed to solve the Positions and play the games in this treatise.

Place a White King on square 18, a White Man on 28; a Black King on 32, and a Black Man on 19; and by turning to page 17 you will at once observe you have Position No. 1, the solution of which you will find below it.

Now place 12 black men on the squares from Nos. 1 to 12,

and 12 white men on the numbers from 21 to 32, and play for Black's first move 11 to 15, and White's reply 22 to 18, and by turning to page 37 you will observe you have what is called the "single corner game." Now turn to page 40, and you will find you have already made the two first moves of Game No. 1, and by playing it to the bottom ends the game.

It is best to practice the games with the winning side next you, and when playing with another, play the winning side as laid down, so long as your opponent does the same; but the moment he varies you must use your own judgment.

THE MOVE AND ITS CHANGES.

THE MOVE.

To have the Move, signifies the occupying of that position on the board which, in playing piece against piece, backward or forward, without regard to the others, till only one square intervenes between the pieces, will eventually cause the player who occupies that position to have the last move.

CALCULATION OF THE MOVE.

For this purpose the squares of the board are divided into two systems, of four columns each.

The columns of one system being those numbered downward from squares 1, 2, 3, 4.

The columns of the other system being those numbered upward from squares 29, 30, 31, 32.

RULE.

Add together *all* the pieces in either system, and if their *sum* is odd, it being your play, you have the move: if *even*, your opponent has the move.

THE CHANGES OF THE MOVE.

RULE.

Add together *all* of the capturing pieces in both systems, and if they are the same as the captured pieces in each system, (that is, both odd or both even,) the move is not changed; but if they are reverse to each other (one odd and the other even) the move is changed.

REMARKS ON "THE MOVE AND ITS CHANGES."

To have "the Move" is usually an advantage; but in some cases it is not, and to have it may sometimes occasion the loss of the game.

An Exchange usually changes the move; consequently when you wish to obtain it, effect, if you can, such an exchange as will change it.

We will here remark, however, that before undertaking to master "the Move and its Changes," it will be well for the student to study thoroughly the positions and games given, after which he will be better prepared to acquire a knowledge of it.

LAWS OF THE GAME.

1. The standard board must be of light and dark squares, not less than fourteen inches nor more than fifteen inches across the squares.

2. The standard men, technically described as White and Black, must be light and dark, (say white and red or white and black,) turned and round, not less than one inch nor more than one and one eighth inch in diameter.

3. The board shall be placed so that the bottom corner square on the left hand shall be black.

4. The men shall be placed on the black squares.

5. The Black men shall be invariably placed upon the real or supposed first twelve squares of the board; the White upon the last twelve squares.

6. Each player shall play alternately with white and black men, and lots shall be cast for the color only once, viz: at the commencement of a match, the winner to have the choice of playing taking black or white.

7. The first play must be *invariably* made by the person having the black men, and that alternately till the end of the match.

8. Time.—At the end of Five Minutes, (if the play has not been previously made,) time must be called by the person appointed for the purpose, in a distinct manner, and if the play be not completed on the expiration of another minute, the game shall be adjudged to be lost through improper delay.

9. When there is only *one way* of taking *one or more* pieces, time shall be called at the end of One Minute, and if the play be not completed on the expiration of another minute, the game shall be adjudged to be lost through improper delay.

10. After the first move has been made, if either player arrange any piece without giving intimation to his opponent,

he shall forfeit the game; but if it is his turn to play, he may avoid the penalty by playing that piece if possible.

11. After the pieces have been arranged, if the person whose turn it is to play *touch* one, he must either play *it* or forfeit the game. When the piece is *not* playable he forfeits according to the preceding law.

12. If *any part* of a playable piece is played over an angle of the square on which it is stationed, the play must be completed in *that* direction.

13. A capturing play, as well as an ordinary one, is completed whenever the hand has been withdrawn from the piece played, even although one or more pieces should have been taken.

14. The Huff or Blow is to remove from the board, before one plays his own piece, any one of the adverse pieces that might or should have taken; but the Huff or Blow never constitutes a play.

15. The player has the power either to *Huff, compel the capture, or let the piece remain on the board,* as he thinks proper.

16. When a man first reaches any of the squares on the opposite extreme line of the board, it becomes a King, and can be moved backward or forward as the limits of the board permit, though not in the same play, and must be crowned (by placing a man on the top of it) by the opponent. If he neglect to do so, and play, any such play shall be put back until the man be crowned.

17. Either player making a false or improper move, shall instantly forfeit the game to his opponent, without another move being made.

18. When taking, if either player remove one of his own pieces, *he* cannot replace it; but his *opponent* can either play or insist on his replacing it.

19. A Draw, is when neither of the players can force a win: when one of the sides appears stronger than the other, the stronger party is required to complete the win, or show at least a decided advantage over his opponent within forty of his own moves, to be counted from the point at which *notice* was given; failing in which, he must relinquish the game as a draw.

20. Anything which may tend either to annoy or distract the attention of the player is strictly forbidden—such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched, or smoking. Any *principal* so acting, after having been warned of the consequence, and requested to desist, shall forfeit the game.

21. While a game is pending, neither player is permitted to leave the room without a sufficient reason, or receiving the other's consent or company.

22. Either player committing a breach of any of these laws, must submit to the penalty, and his opponent is equally bound to exact the same.

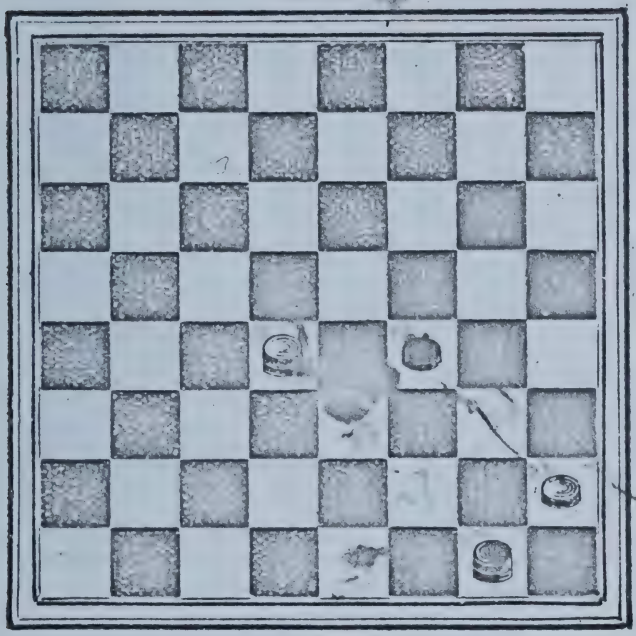
23. Any spectator giving warning, either by sign, sound or remark, on any of the games, whether played or pending, shall be expelled from the room during the match.

24. Should any dispute occur not satisfactorily determined by the preceding laws, *a written statement of facts* must be sent to a disinterested arbiter, having a knowledge of the game, whose decision shall be final.

25. A match must consist of an even number of games, so that each player will have the first move the same number of times.

POSITION NO. I.

BLACK.



WHITE.

White to play and win.

White, to win the above position, must give away the man on square No. 28, thus:

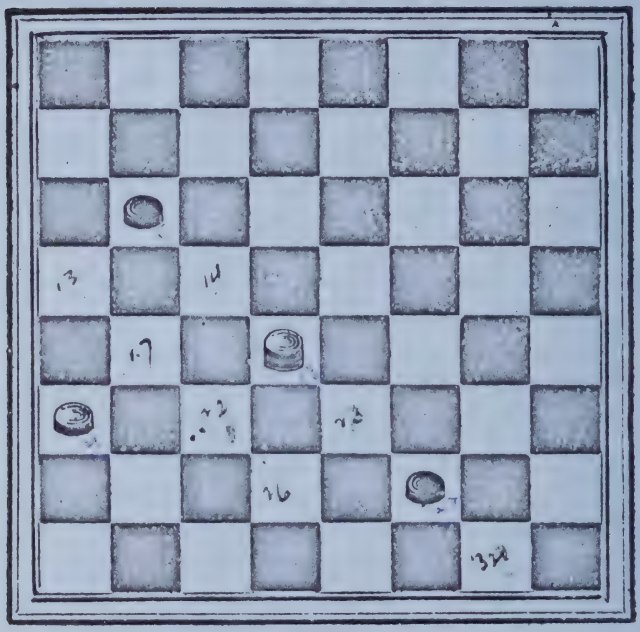
SOLUTION.

WHITE.	BLACK.
28 to 24	19 to 28
18 " 23	32 " 27 [a]
23 " 32	*White wins.*

[a] Black cannot now move without giving away the king on square 32, and after he does that, he cannot make another move.

POSITION NO. II.

BLACK.



WHITE.

White to play and win.

White, to win this position, must compel an exchange, thus:

SOLUTION.

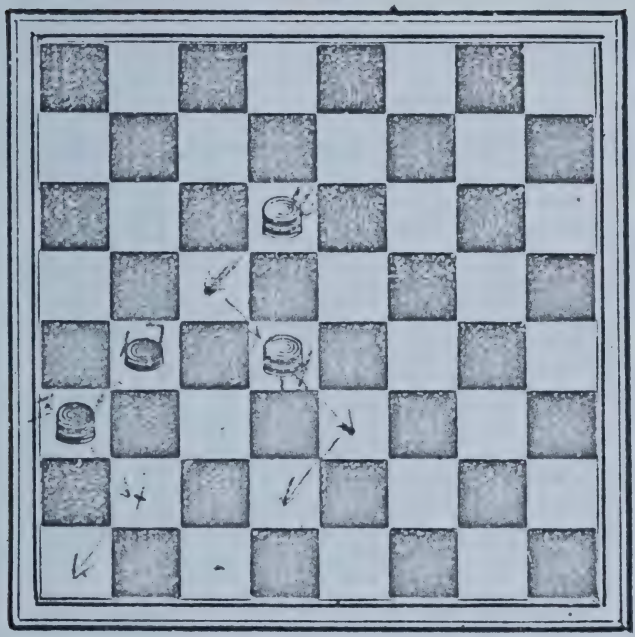
WHITE.	BLACK.
21 to 17	9 to 13 [*a*]
18 " 23 [*b*]	13 " 22
23 " 32	22 " 26
32 " 27	26 " 30
27 " 31	30 " 25
31 " 26	25 " 21
26 " 22	*White wins.*

[*a*] Black must make this move or lose the man on 9, by White playing 17 to 18.

[*b*] This is the only move White has, to win.

POSITION NO. III.

BLACK.



WHITE.

White to play and win.

White, to win this position, must not allow Black to make an exchange, thus:

SOLUTION.

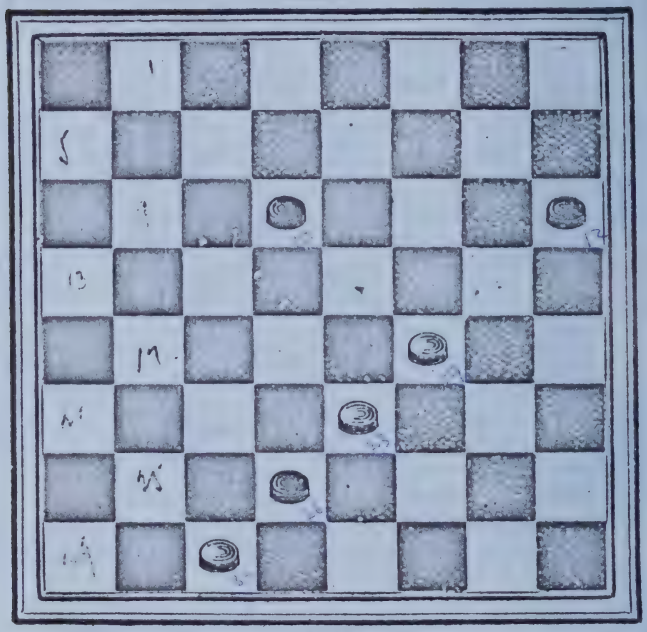
WHITE.		BLACK.
18	to 23	21 to 25 [1]
10	" 14	17 " 21
23	" 26	25 " 29
26	" 30	29 " 25
14	" 18	25 " 29
18	" 22	*White wins.*

[1]

10	to 14	17 to 22
23	" 26	22 " 25
26	" 30	25 " 29
14	" 18	29 " 25
18	" 22	25 " 29
		White wins.

POSITION NO. IV.

BLACK.



WHITE.

White to play and win.

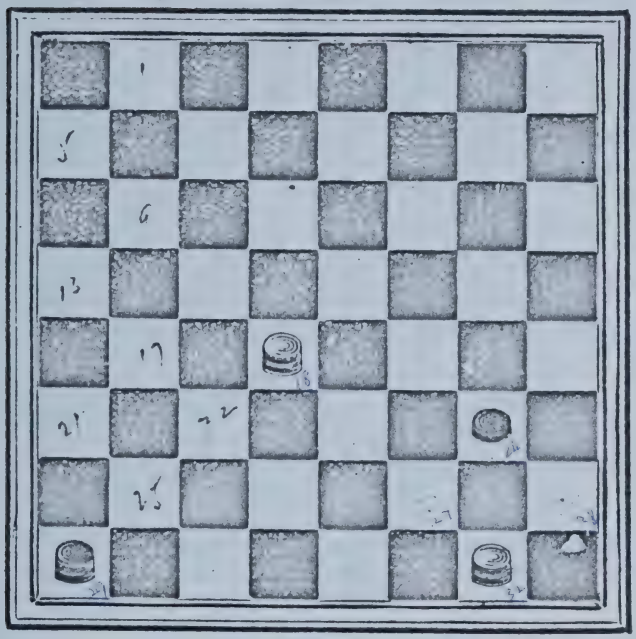
White wins this position by a double exchange, and prevents Black from getting a king, thus:

SOLUTION.

WHITE.	BLACK.
19 to 15	10 to 19
23 " 16	12 " 19
30 " 16	*White wins.*

POSITION NO. V.

BLACK.



WHITE.

White to play and win.

White, to win this position, must prevent black man on 24 from going to 28 or 32, thus:

SOLUTION.

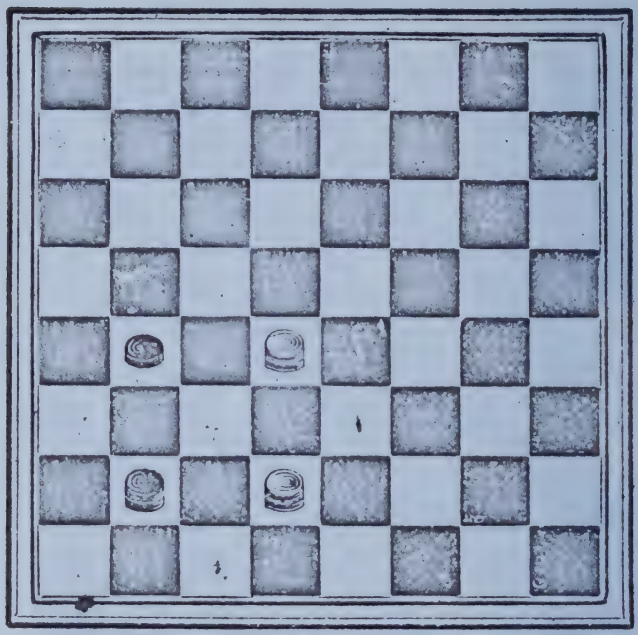
WHITE.	BLACK.
32 to 28 [*a*]	24 to 27
28 " 32 [*b*]	27 " 31
18 " 22	*White wins.*

[*a*] This is the only move that wins.

[*b*] No other move could win.

POSITION NO. VI.

BLACK.



WHITE.

White to play and win.

White, to win this position, must play 30 to 26, and if Black moves 25 to 21, he must make an exchange; but if Black plays 17 to 21 he wins without an exchange.

SOLUTION.

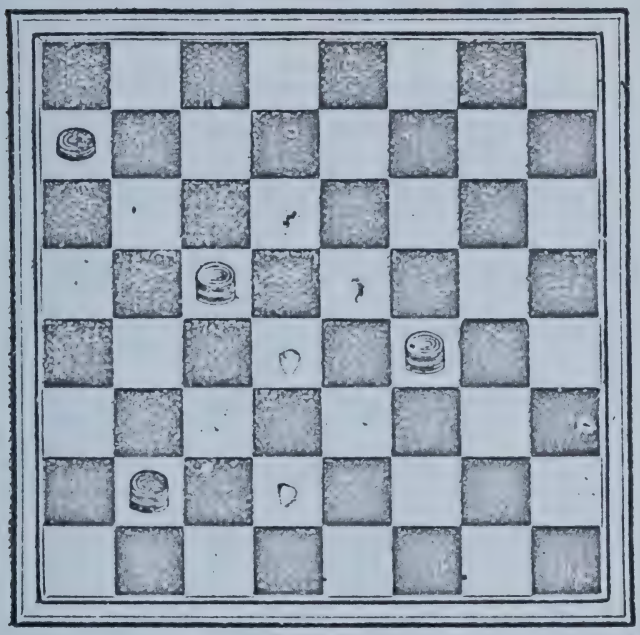
WHITE.	BLACK.
26 to 30	25 to 21 [1]
18 " 22	17 " 26
30 " 23	21 " 17
23 " 18	17 " 13
18 " 14	*White wins.*

[1]

	17 to 21
30 to 26	25 " 29
18 " 22	21 " 25
26 " 30	*White wins.*

POSITION NO. VII.

BLACK.



WHITE.

White to play and win.

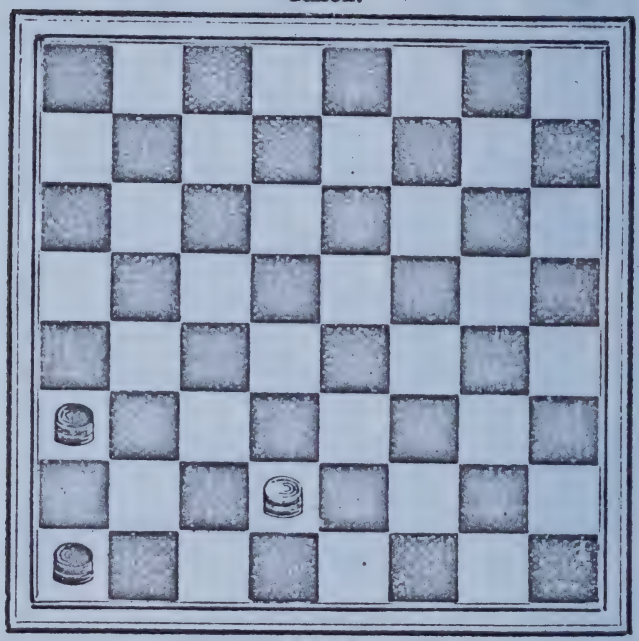
White, to win this position, must make an exchange, thus:

SOLUTION.

WHITE.	BLACK.
19 to 15	25 to 22
15 " 10	22 " 26
14 " 18	5 " 9
10 " 15	9 " 13
15 " 19	26 " 31
18 " 23	13 " 17
19 " 24	17 " 21
24 " 28	21 " 25
23 " 27	31 " 24
28 " 19	*White wins.*

POSITION NO. VIII.

BLACK.



WHITE.

White to play and draw.

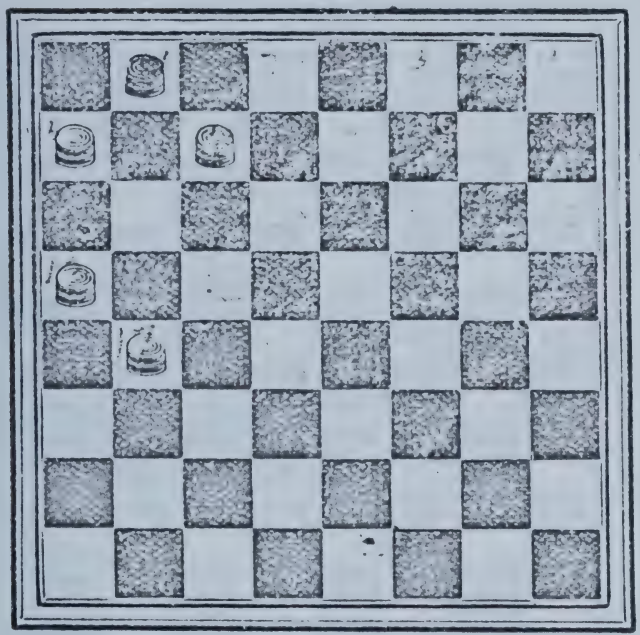
White can draw this position by continuing to occupy squares 26 and 22.

SOLUTION.

WHITE.	BLACK.
26 to 22	21 to 25
22 " 26	25 " 30
26 " 22	30 " 25
22 " 26	25 " 21
26 " 22	*Drawn.*

POSITION NO. IX.

BLACK.



WHITE.

White to play and win.

We give this position to show the most compulsory win for White.

SOLUTION.

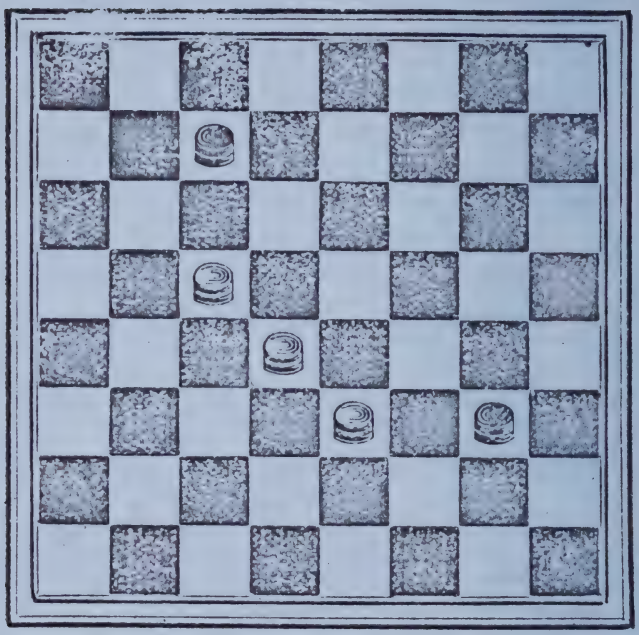
WHITE.	BLACK.
17 to 14	6 to 2 [*a*]
13 " 9	1 " 6 [*b*]
5 " 1	6 " 13
14 " 9	13 " 6
1 " 10	*White wins.*

[*a*] Should Black play 6 to 9, giving one and taking two, he would lose, as white king on 5 would pen the king then remaining on 17

[*b*] Black must make this move or allow White to exchange.

POSITION NO. X.

BLACK.



WHITE.

White to play and win.

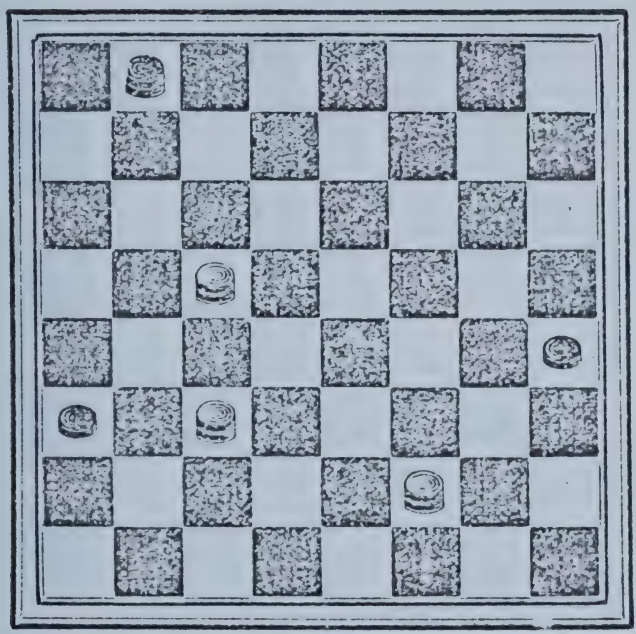
White can compel an exchange in six moves, thus:

SOLUTION.

WHITE.	BLACK.
18 to 15	6 to 1
14 " 9	24 " 28
23 " 19	1 " 5
9 " 6	28 " 32
19 " 24	5 " 1
24 " 19	*White wins.*

POSITION NO. XI.

BLACK.



WHITE.

White to play and win.

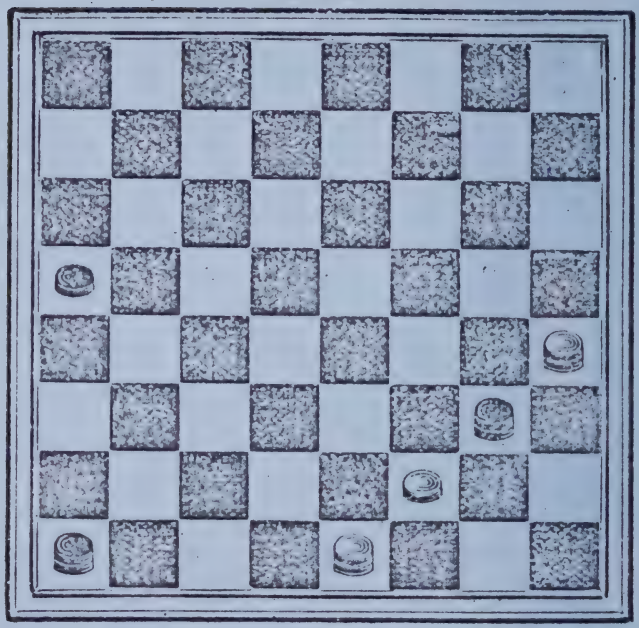
This position often occurs in actual play, and White wins by making two exchanges, thus:

SOLUTION.

WHITE.	BLACK.
14 to 9	1 to 5
22 " 17	5 " 14
17 " 10	21 " 25
10 " 15	25 " 30
15 " 19	30 " 23
27 " 32	26 " 22
19 " 24	20 " 27
32 " 23	*White wins.*

POSITION NO. XII.

BLACK.



WHITE.

Either to play and White to win.

White wins this position by giving two for one, thus;

SOLUTION.

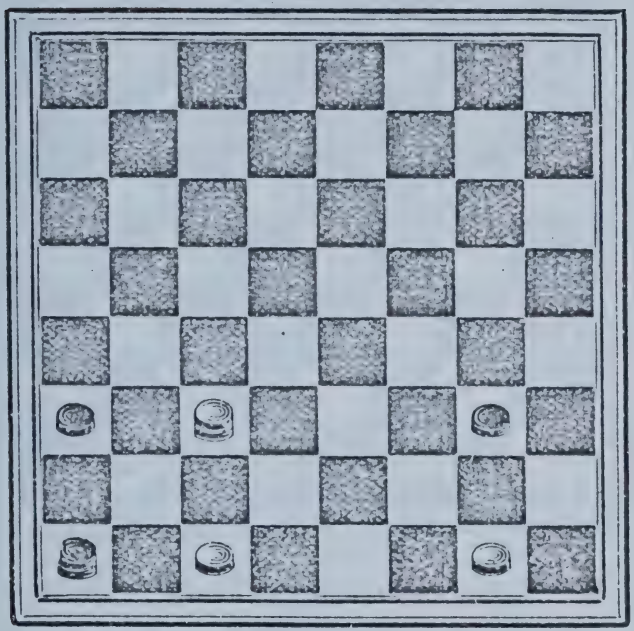
WHITE.	BLACK.
27 to 23	24 to 28
20 " 24	28 " 26
31 " 22	13 " 17
22 " 13	29 " 25
13 " 17	*White wins.*

or,

	24 to 28
20 to 24	28 " 19
27 " 23	19 " 26
31 " 22	*White wins.*

POSITION NO. XIII.

BLACK.



WHITE.

White to play and win.

White wins this position by forcing the man on 24 to 28, without allowing the king on 29 to go to 22.

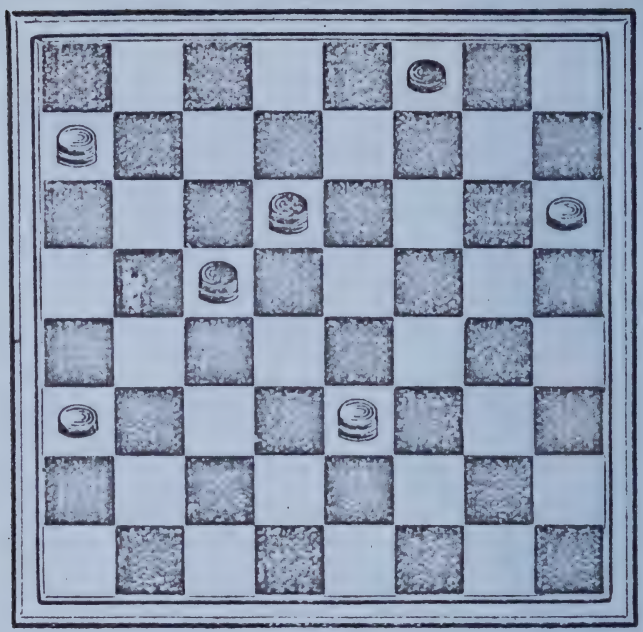
SOLUTION.

WHITE.	BLACK.
22 to 26	29 to 25
26 " 31	24 " 28 [*a*]
31 " 26	25 " 29
26 " 22	*White wins.*

[*a*] Black must make this move or lose the man on 24.

POSITION NO. XIV.

BLACK.



WHITE.

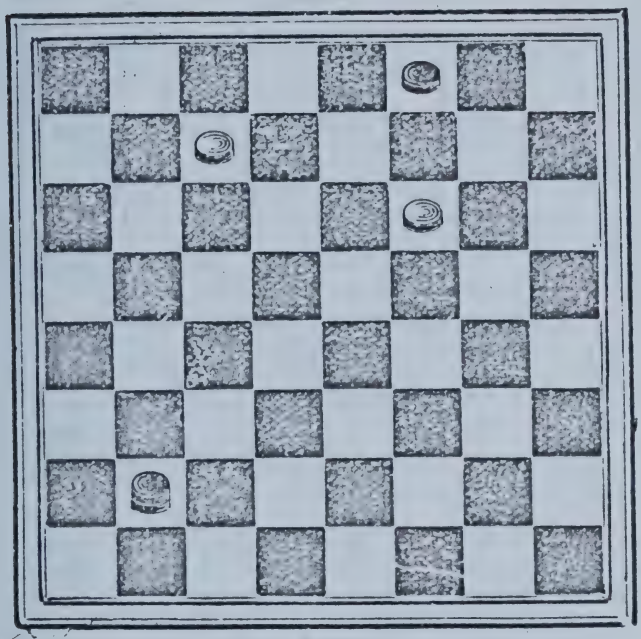
Black to play and draw.

SOLUTION.

BLACK.	WHITE.
10 to 15	23 to 26
15 " 18	26 " 31
18 " 22	5 " 1
14 " 9	31 " 27
22 " 18	27 " 24
18 " 22	24 " 19
22 " 18	19 " 16
18 " 15	1 " 5
9 " 14	16 " 20
15 " 10	20 " 24
10 " 15	5 " 1
15 " 10	24 " 19
14 " 9	19 " 23
9 " 14	1 " 5
10 " 15	*Drawn.*

POSITION NO. XV.

BLACK.



WHITE.

White to play and win.

This position should be well understood, as it often occurs in actual play, and the win for White is not easy if Black defends well.

SOLUTION.

WHITE.	BLACK.
6 to 1	25 to 22
1 " 6	22 " 26
6 " 10	26 " 23
11 " 7	23 " 27
7 " 2	27 " 24
2 " 7	24 " 27

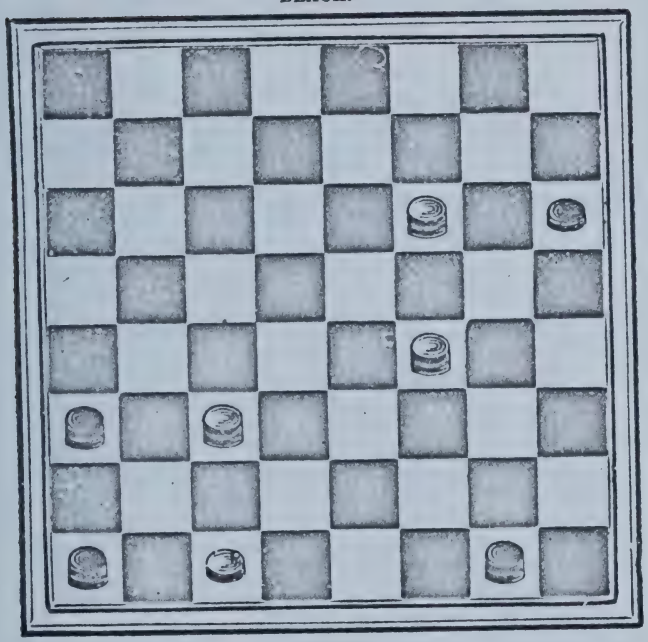
WHITE.	BLACK.
7 to 11	27 to 23
10 " 15	23 " 27
15 " 19	27 " 32
11 " 15	32 " 27
15 " 18	27 " 32
18 " 23	32 " 28
23 " 27	28 " 32
19 " 23	32 " 28
27 " 32	28 " 24
32 " 28	24 " 20
23 " 19	20 " 24
19 " 15	24 " 27
15 " 18	3 " 8
18 " 15	27 " 23
28 " 32	8 " 12
32 " 28	23 " 27
15 " 18	12 " 16
28 " 32	27 " 24
18 " 15	16 " 20 [1]
15 " 18	24 " 19
32 " 28	19 " 16
18 " 23	16 " 11
23 " 19	11 " 8
28 " 32	8 " 11
32 " 27	11 " 8
27 " 23	8 " 11
23 " 18	11 " 8
18 " 15	8 " 12
15 " 11	*White wins.*

[1]

15 to 11	24 to 28
32 " 27	16 " 19
27 " 31	28 " 32
11 " 16	32 " 28
16 " 19	19 " 24
	White wins.

POSITION NO. XVI.

BLACK.



WHITE.

White to play and win.

SOLUTION.

WHITE.	BLACK.
11 to 15	32 to 28
15 " 18	28 " 32
18 " 23	32 " 28
23 " 27	28 " 32
19 " 23	32 " 28
27 " 32	28 " 24
23 " 18	12 " 16 [1]
18 " 15	16 " 20
15 " 11	24 " 19
32 " 27	19 " 24
27 " 23	24 " 28

WHITE.	BLACK.
11 to 16	28 to 24
23 " 18	24 " 28
16 " 19	28 " 32
18 " 23	32 " 28
23 " 27	28 " 32
19 " 23	32 " 28
27 " 32	28 " 24
32 " 28	*White wins.*

[1]

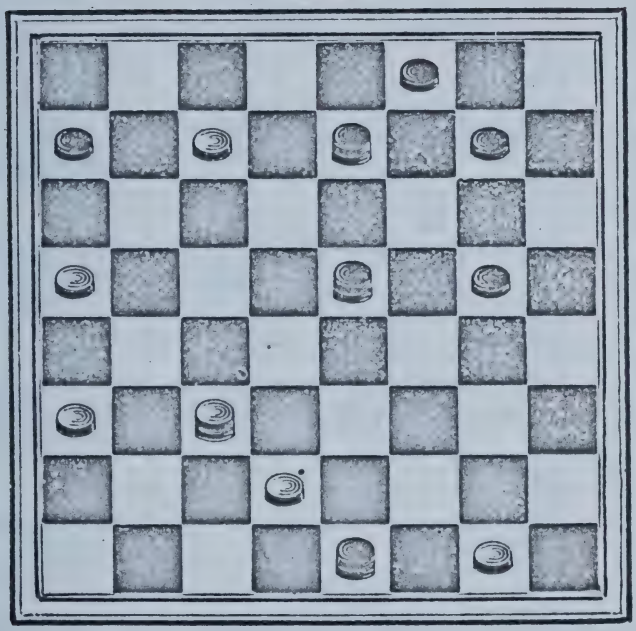
32 to 28	24 to 19
28 " 32	12 " 16 [2]
32 " 28	16 " 20
18 " 14	20 " 24
28 " 32	24 " 27
14 " 10	27 " 31
10 " 7	19 " 23
7 " 11	23 " 19
11 " 16	19 " 23
16 " 19	31 " 27
	White wins.

[2]

18 to 15	19 to 16
15 " 11	16 " 20
28 " 32	12 " 16
11 " 15	16 " 19
32 " 28	19 " 24
28 " 32	24 " 27
15 " 19	27 " 31
	White wins.

POSITION NO. XVII.

BLACK.



WHITE.

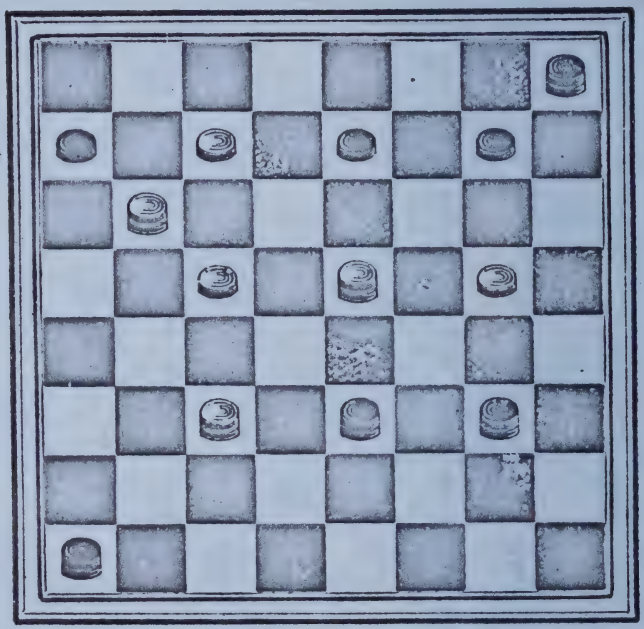
White to play and win.

SOLUTION.

WHITE.	BLACK.
13 to 9	5 to 14
21 " 17	14 " 21
32 " 27	31 " 24
22 " 25	21 " 30
6 " 2	30 " 23
2 " 4	*White wins.*

POSITION NO. XVIII.

BLACK.



WHITE.

White to play and win.

SOLUTION.

WHITE.	BLACK.
16 to 11	7 to 16
22 " 25	29 " 22
15 " 19	24 " 15
14 " 10	5 " 14
6 " 1	15 " 6
1 " 3	*White wins.*

NAMES OF THE GAMES, OR OPENINGS, AND HOW FORMED.

By "Openings" we mean a few leading moves on both sides, at the beginning of a game.

I.—The "Single Corner" is formed by the first two moves, thus:

BLACK.	WHITE.
11 to 15	22 to 18

II.—The "Old Fourteenth" is formed by the first five moves:

11 to 15	23 to 19
8 " 11	22 " 17
4 " 8	

III.—The "Cross" is formed by the first two moves:

11 to 15	23 to 18

IV.—The "Laird and Lady" is formed by the first five moves:

11 to 15	23 to 19
8 " 11	22 " 17
9 " 13	

V.—The "Suter" is formed by the first five moves:

11 to 15	23 to 19
9 " 14	22 " 17
6 " 9	

VI.—The "Dyke" is formed by the first three moves:

BLACK.	WHITE.
11 to 15	22 to 17
15 " 19	

VII.—The "Maid of the Mill" is formed by the first three or five moves:

11 to 15	22 to 17
15 " 18	

or,

11 to 15	22 to 17
8 " 11	17 " 13
15 " 18	

VIII.—The "Glasgow" is formed by the first five or seven moves:

11 to 15	23 to 19
8 " 11	22 " 17
11 " 16	

or,

11 to 15	23 to 19
8 " 11	22 " 17
9 " 14	25 " 22
11 " 16	

IX.—The "Fife" is formed by the first five moves:

11 to 15	23 to 19
9 " 14	22 " 17
5 " 9	

X.—The "Ayrshire Lassie" is formed by the first four moves:

11 to 15	24 to 20
8 " 11	28 " 24

—"Will-o'-the-Wisp" is formed by the first three moves:

11 to 15	23 to 19
9 " 13	

XII.—The "Second Double Corner" is formed by the first two moves:

BLACK.	WHITE.
11 to 15	24 to 19

XIII.—"Defiance" is formed by the first four moves:

11 to 15	23 to 19
9 " 14	27 " 23

XIV.—The "Bristol" is formed by the first move:

11 to 16

XV.—The "Whilter" is formed by the first three or five moves:

11 to 15	23 to 19
7 " 11	

or,

11 to 15	23 to 19
9 " 14	22 " 17
7 " 11	

XVI.—The "Double Corner" is formed by the first move;

9 to 14

XVII.—The "Irregular" is composed of a variety of openings not illustrated in the preceding.

The games formed by an odd number of moves refer to the first side, while those formed by an even number refer to the second side.

If any one says he played the Old Fourteenth, Laird and Lady, Suter, Dyke, Maid of the Mill, Glasgow, Fife, Will-o'-the-Wisp, Bristol, Whilter, or Double Corner, we understand he played the first side of those games; but if he says he played the Single Corner, Cross, Ayrshire Lassie, Second Double Corner, or Defiance, we at once understand he played the second side of those games against his opponent.

GAME NO. I.

"SINGLE CORNER."

BLACK.	WHITE.
11 to 15	22 to 18
15 " 22	25 " 18
8 " 11	29 " 25
4 " 8	25 " 22
11 " 16	24 " 20
8 " 11	27 " 24
10 " 14	24 " 19
7 " 10	28 " 24
3 " 7	32 " 28 [a]
9 " 13	18 " 9
5 " 14	22 " 18 [b]
13 " 17	18 " 9
6 " 13	21 " 14
10 " 17	26 " 22
17 " 26	31 " 22
7 " 10	30 " 25
2 " 6	25 " 21
6 " 9	22 " 18
1 " 5	18 " 15
11 " 27	20 " 11
10 " 14	*Black wins.*

[a] This move loses, but 30 to 25 would draw the game with correct play.

[b] White may play now, or hereafter, as he pleases, but cannot draw if Black plays well.

GAME NO. II.

"OLD FOURTEENTH."

BLACK.	WHITE.
11 to 15	23 to 19
8 " 11	22 " 17
4 " 8	17 " 13
15 " 18	24 " 20
11 " 15	28 " 24
8 " 11	26 " 23
9 " 14	31 " 26
6 " 9	13 " 6
2 " 9	26 " 22
1 " 6	32 " 28
3 " 8	30 " 26
9 " 13	19 " 16
12 " 19	23 " 16
8 " 12 [a]	24 " 19
15 " 31	22 " 8
12 " 19	8 " 3
31 " 22	25 " 2

White wins.

[a] This move loses. Black could have drawn the game by playing 13 to 17, (giving away the man on 13,) and then moving 8 to 12.

GAME NO. III.

"CROSS."

BLACK.	WHITE.
11 to 15	23 to 18
8 " 11	27 " 23
11 " 16	18 " 11
16 " 20	24 " 19
7 " 16	22 " 18
4 " 8	25 " 22
8 " 11	29 " 25
10 " 14	19 " 15
3 " 8	22 " 17 [a]
20 " 24	28 " 19 [1]
16 " 20	17 " 10
9 " 14	18 " 9
11 " 27	31 " 24
20 " 27	32 " 23
6 " 24	25 " 22
5 " 14	22 " 17
2 " 6	17 " 10
6 " 15	*Black wins.*

[1]

16 to 20	17 to 10
9 " 14	28 " 19
11 " 27	18 " 9
6 " 24	32 " 23
5 " 14	25 " 22
1 " 6	22 " 18
6 " 13	18 " 9
	Black wins.

[a] This move loses; 31 to 27 would draw.

GAME NO. IV.

"LAIRD AND LADY."

BLACK.	WHITE.
11 to 15	23 to 19
8 " 11	22 " 17
9 " 13	17 " 14
10 " 17	21 " 14
15 " 18	19 " 15
4 " 8	24 " 19
6 " 9	28 " 24
13 " 17	24 " 20
9 " 13	32 " 28
2 " 6	26 " 23
6 " 9	15 " 10
11 " 15 [a]	25 " 21
15 " 24	28 " 19
17 " 22	30 " 25
13 " 17	19 " 15
9 " 13	15 " 11
8 " 15	27 " 24
18 " 27	25 " 2
17 " 22	24 " 19
27 " 32	21 " 17
32 " 28	10 " 6
1 " 10	14 " 7
3 " 10	2 " 6
	White wins.

[a] This move loses; 17 to 22 would draw.

GAME NO. V.

"SUTER."

BLACK.	WHITE.
11 to 15	23 to 19
9 " 14	22 " 17
6 " 9	17 " 13
2 " 6	25 " 22
8 " 11	29 " 25
4 " 8	24 " 20
15 " 24	28 " 19
11 " 15	27 " 24
14 " 17	21 " 14
9 " 18	26 " 23
18 " 27	32 " 23
10 " 14	19 " 10
6 " 15	13 " 9
7 " 11	23 " 19
15 " 18	22 " 15
11 " 18	19 " 15
18 " 22	25 " 18
14 " 23	31 " 26
5 " 14	26 " 19
14 " 18	15 " 11
8 " 15	10 " 19
18 " 23	24 " 19
23 " 27	19 " 15
27 " 32	15 " 11
32 " 27	11 " 7 [a]
	Drawn.

[a] Both sides having made correct moves, the game results in a draw.

GAME NO. VI.

"DYKE."

BLACK.	WHITE.
11 to 15	22 to 17
15 " 19	24 " 15
10 " 19	23 " 16
12 " 19	25 " 22
8 " 11	30 " 25
4 " 8	22 " 18
11 " 16	27 " 23
8 " 12	17 " 14
16 " 20	23 " 16
12 " 19	25 " 22
9 " 13	32 " 27
6 " 9	27 " 24
20 " 27	31 " 15
1 " 6	29 " 25
7 " 10	14 " 7
3 " 19	18 " 15
9 " 14	15 " 11
6 " 9	11 " 8
2 " 7	8 " 3
7 " 10	3 " 7
10 " 15	7 " 11
14 " 17	21 " 14
9 " 18	25 " 21
18 " 25	11 " 18
25 " 30	18 " 23
5 " 9	23 " 16
30 " 23	28 " 24
9 " 14	24 " 19
23 " 27	*Drawn.*

GAME NO. VII.

"MAID OF THE MILL."

BLACK.	WHITE.
11 to 15	22 to 17
15 " 18	23 " 14
9 " 18	17 " 14
10 " 17	21 " 14
6 " 9	26 " 23
8 " 11	24 " 20
11 " 15	28 " 24
4 " 8	23 " 19
2 " 6	19 " 10
6 " 15	30 " 26
8 " 11	26 " 22
3 " 8	31 " 26
12 " 16	26 " 23
1 " 6	22 " 17
9 " 13	23 " 19
16 " 23	20 " 16
13 " 22	16 " 12
11 " 16	12 " 8
7 " 11	14 " 10
6 " 9	3 " 7
22 " 26	10 " 6
26 " 31	6 " 1
23 " 26	32 " 28
18 " 22	25 " 18
15 " 22	24 " 20
31 " 24	28 " 12

Drawn.

GAME NO. VIII.

"GLASGOW."

BLACK.	WHITE.
11 to 15	23 to 19
8 " 11	22 " 17
11 " 16	24 " 20
16 " 23	27 " 11
7 " 16	20 " 11
3 " 7	28 " 24
7 " 16	25 " 22
10 " 15	24 " 20
16 " 19	17 " 13
4 " 8	30 " 25
2 " 7 [a]	22 " 18
15 " 22	25 " 18
7 " 10	32 " 28
19 " 23	26 " 19
8 " 11	19 " 15
10 " 19	21 " 17
19 " 23	28 " 24
6 " 10	13 " 6
10 " 15	18 " 14
1 " 10	14 " 7
23 " 27	7 " 3
27 " 32	17 " 13
12 " 16	3 " 8
32 " 28	8 " 12
28 " 19	31 " 26
15 " 18	26 " 22
18 " 25	29 " 22

White wins.

[a] This move loses; 8 to 11 would draw.

GAME NO. IX.

"FIFE."

BLACK.	WHITE.
11 to 15	23 to 19
9 " 14	22 " 17
5 " 9	26 " 23
9 " 13	30 " 26
13 " 22	25 " 9
6 " 13	29 " 25
1 " 5	25 " 22
5 " 9	24 " 20
15 " 24	28 " 19
9 " 14	22 " 18
14 " 17	21 " 14
10 " 17	26 " 22
17 " 26	31 " 22
2 " 6	18 " 14 [a]
6 " 10	14 " 9
7 " 11	27 " 24
10 " 14	9 " 6
14 " 17	22 " 18
11 " 16	20 to 11
8 " 22	*Black wins.*

[a] 18 to 4 loses; 19 to 15 would draw.

GAME NO. X.

"AYRSHIRE LASSIE."

BLACK.	WHITE.
11 to 15	24 to 20
8 " 11	28 " 24
9 " 13	23 " 19
6 " 9	27 " 23
9 " 14	22 " 18 [a]
15 " 22	25 " 9
5 " 14	29 " 25
11 " 15	25 " 22
4 " 8	32 " 28
8 " 11	22 " 17
13 " 22	26 " 17
12 " 16	19 " 12
15 " 18	31 " 27
18 " 22	17 " 13
1 " 6	24 " 19
14 " 18	23 " 14
10 " 17	21 " 14
11 " 16	20 " 11
7 " 31	14 " 9
32 " 27	9 " 5
2 " 7	5 " 1
22 " 26	1 " 10
7 " 14	30 " 23
27 " 18	13 " 9
18 " 15	9 " 6
14 " 18	*Black wins.*

[a] This move loses; 32 to 28 would draw.

GAME NO. XI.

"WILL-O'-THE-WISP."

BLACK.	WHITE.
11 to 15	23 to 19
9 " 13	22 " 18
15 " 22	25 " 18
5 " 9	29 " 25
10 " 14	27 " 23
8 " 11	25 " 22
4 " 8	24 " 20
6 " 10	28 " 24
1 " 5	32 " 27
14 " 17	21 " 14
10 " 17	19 " 15
2 " 6	24 " 19
17 " 21 [a]	19 " 16
12 " 19	23 " 16
8 " 12	15 " 8
12 " 19	8 " 4
19 " 24	18 " 15
24 " 28	27 " 24
7 " 10	20 " 16
10 " 19	24 " 15
28 " 32	15 " 10
6 " 15	31 " 27
32 " 23	26 " 10
9 " 14	16 " 12
14 " 17	22 " 18
17 " 22	4 " 8
22 " 25	8 " 11
25 " 29	11 " 15
29 " 25	10 " 6
25 " 22	15 " 10

White wins.

[a] This move loses; 7 to 10 would draw.

GAME NO. XII.

"SECOND DOUBLE CORNER."

BLACK.	WHITE.
11 to 15	24 to 19
15 " 24	28 " 19
9 " 14	22 " 18
5 " 9	25 " 22
8 " 11	29 " 25 [a]
11 " 16	18 " 15
4 " 8	22 " 18
7 " 11	26 " 22
16 " 20	31 " 26
11 " 16	32 " 28
3 " 7	28 " 24
7 " 11	22 " 17
9 " 13	18 " 9
13 " 31	9 " 5
11 " 18	23 " 7
16 " 32	7 " 3
20 " 27	*Black wins.*

[a] This move loses; 30 to 25 would draw.

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GAME NO. XIII.

"DEFIANCE."

BLACK.	WHITE.
11 to 15	23 to 19
9 " 14	27 " 23
8 " 11	22 " 18
15 " 22	25 " 9
5 " 14	29 " 25
11 " 15	25 " 22
7 " 11	24 " 20
15 " 24	28 " 19
11 " 15	32 " 28
15 " 24	28 " 19
6 " 9	22 " 18
4 " 8	18 " 15 [a]
1 " 6	26 " 22
9 " 13	22 " 18
3 " 7	18 " 9
13 " 17	21 " 14
6 " 13	15 " 6
2 " 27	31 " 24
7 " 10	30 " 26
8 " 11	26 " 22
10 " 14	*Black wins.*

[a] This move loses; 20 to 16 would draw.

GAME NO. XIV.

"BRISTOL."

BLACK.	WHITE.
11 to 16	24 to 20
16 " 19	23 " 16
12 " 19	22 " 18
9 " 14	18 " 9
5 " 14	25 " 22
8 " 11	22 " 17
4 " 8	27 " 23
8 " 12	23 " 16
12 " 19	32 " 27
11 " 15	20 " 16
15 " 18	27 " 24
10 " 15	17 " 10
7 " 14	16 " 11
6 " 10	26 " 22
18 " 25	29 " 22
14 " 18	22 " 17 [a]
18 " 22	17 " 14
10 " 17	21 " 14
19 " 23	24 " 19
15 " 24	28 " 19
1 " 6	19 " 16
23 " 27	31 " 24
3 " 8	11 " 4
6 " 10	14 " 7
2 " 27	4 " 8 [b]

Black wins.

[a] This move loses; 21 to 17 would draw.

[b] This leaves position No. 15 with the pieces reversed.

GAME NO. XV.

"WHILTER."

BLACK	WHITE.
11 to 15	23 to 19
9 " 14	22 " 17
7 " 11	25 " 22
11 " 16	26 " 23
5 " 9	17 " 13
3 " 7	29 " 25
1 " 5	22 " 17
8 " 11	31 " 26
16 " 20	19 " 16
12 " 19	23 " 16
14 " 18	26 " 23
18 " 22	25 " 18
15 " 22	23 " 18
22 " 25	17 " 14
10 " 17	21 " 14
11 " 15	18 " 11
9 " 18	30 " 21
18 " 22	21 " 17
22 " 26	24 " 19
26 " 30	19 " 15
30 " 26	17 " 14
26 " 22	13 " 9
6 " 13	15 " 10
22 " 17	*Drawn.*

GAME NO. XVI.

"DOUBLE CORNER."

BLACK.	WHITE.
9 to 14	22 to 18
5 " 9	24 " 20
11 " 16	20 " 11
8 " 22	25 " 18
12 " 16	29 " 25
4 " 8	25 " 22
8 " 12	28 " 24
16 " 20	24 " 19
1 " 5	27 " 24
20 " 27	31 " 24
7 " 11	24 " 20
3 " 7	32 " 27
11 " 16	20 " 11
7 " 16	30 " 25
16 " 20	18 " 15
9 " 13 [a]	15 " 11
6 " 9	11 " 8
2 " 7	8 " 3
14 " 17	21 " 14
10 " 17	3 " 10
17 " 21	22 " 18
21 " 30	10 " 15
9 " 14	18 " 9
5 " 14	15 " 18
13 " 17	18 " 9
30 " 25	19 " 16

White wins.

[a] This move loses; 2 to 7 would draw.

GAME NO. XVII.

"IRREGULAR."

BLACK.	WHITE.
11 to 15	22 to 17
8 " 11	17 " 13
4 " 8	21 " 17
9 " 14	25 " 21
15 " 18 [a]	29 " 25
11 " 15	26 " 22
7 " 11	30 " 26
2 " 7	24 " 20
5 " 9	28 " 24
12 " 16	32 " 28
16 " 19	23 " 16
18 " 23	26 " 19
8 " 12	27 " 23
1 " 5	23 " 18
14 " 23	17 " 14
9 " 18	21 " 17
23 " 27	17 " 14
10 " 26	19 " 1
12 " 19	24 " 8
3 " 12	31 " 15

White wins.

[a] This move loses; 15 to 19 would draw.

GAME NO. XVIII.

"IRREGULAR."

BLACK.	WHITE.
10 to 15	23 to 18
12 " 16	21 " 17
16 " 19	17 " 14
9 " 13	24 " 20
8 " 12	25 " 21
12 " 16	21 " 17
4 " 8	29 " 25
6 " 9	27 " 24
1 " 6	32 " 27
6 " 10	27 " 23
8 " 12	25 " 21
2 " 6	31 " 27
3 " 8	30 " 25

White wins.

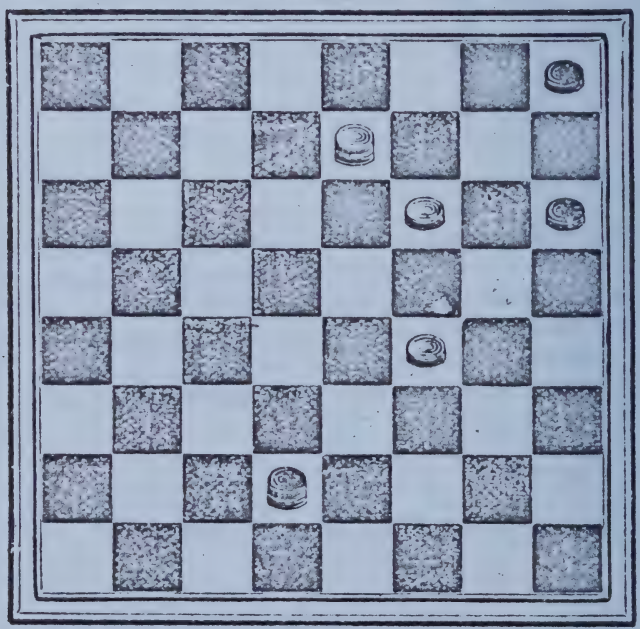
NOTE.—It is often contended, by those who have a limited knowledge of the game, "that a skillful player can always win by having the first move at the commencement of a game." The above game demonstrates that the player having the first move loses if no exchange is made, and the game is allowed to be "blocked." Neither the one who moves first, nor second, has any advantage, as a game played perfect on both sides must result in a draw.

TRAPS, OR CATCHES.

Presuming the student to be now pretty familiar with the elements of the game, movements of the pieces, playing games, etc., we will give a few positions illustrating what are generally termed "traps" or "catches," which usually occur at the ending of games, and are very annoying to beginners when encountering experienced players. It should be the constant aim of the learner to avoid being caught with them, but to catch his opponent if he can.

NO. I.

BLACK.



WHITE.

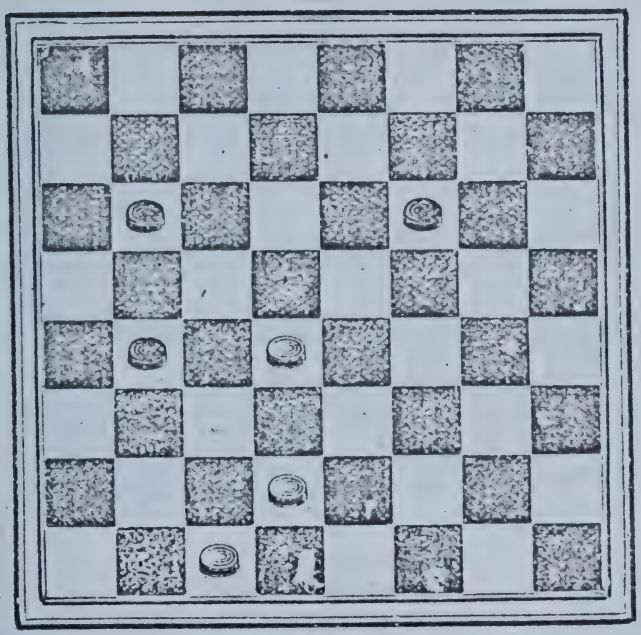
White to play and win.

The preceding position may have occurred by White playing 2 to 7, and Black replying 30 to 26. White now wins thus:

WHITE.	BLACK.
19 to 16	12 to 19
11 " 8	4 " 11
7 " 30	

NO. II.

BLACK.



WHITE.

White to play and win.

The above position may have occurred by White playing 31 to 26, and Black 8 to 11.

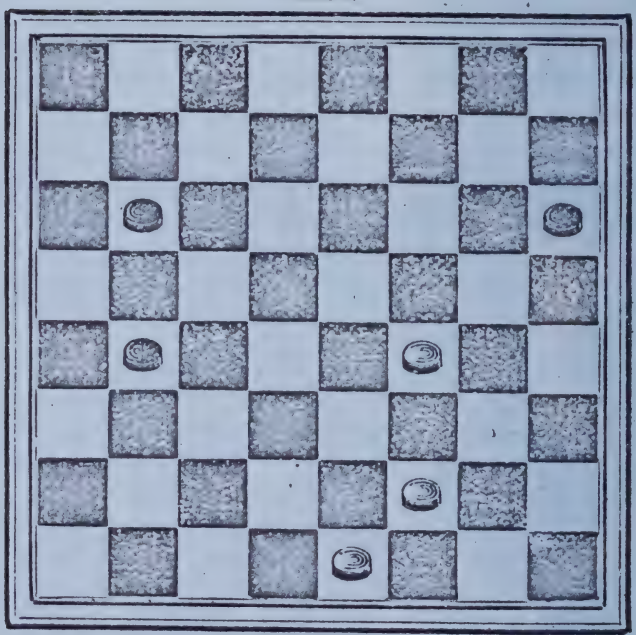
SOLUTION.

WHITE.	BLACK.
18 to 15	11 to 18
26 " 22	17 " 26
30 " 5	

The following position may have occurred by White playing 32 to 27, and Black replying 13 to 17.

NO. III.

BLACK.



WHITE.

White to play and win.

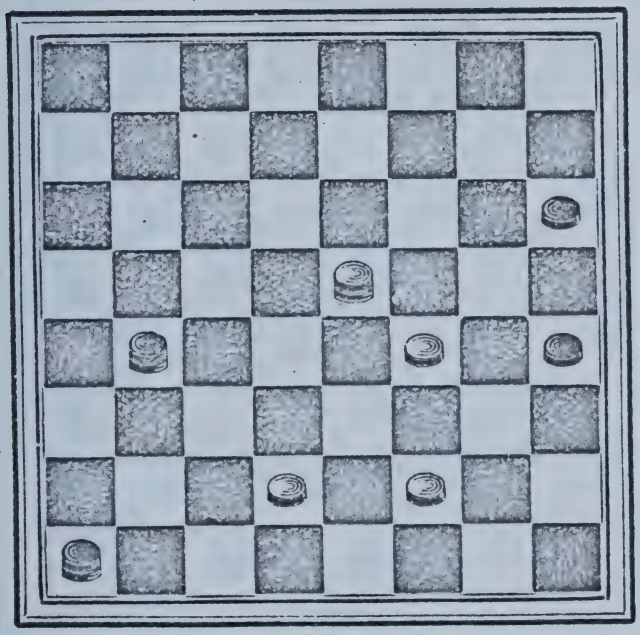
SOLUTION.

WHITE.	BLACK.
19 to 16	12 to 19
27 " 23	19 " 26
31 " 6	

The following position may have occurred by White playing 31 to 26, and Black replying 13 to 17.

NO. IV.

BLACK.



WHITE.

White to play and win.

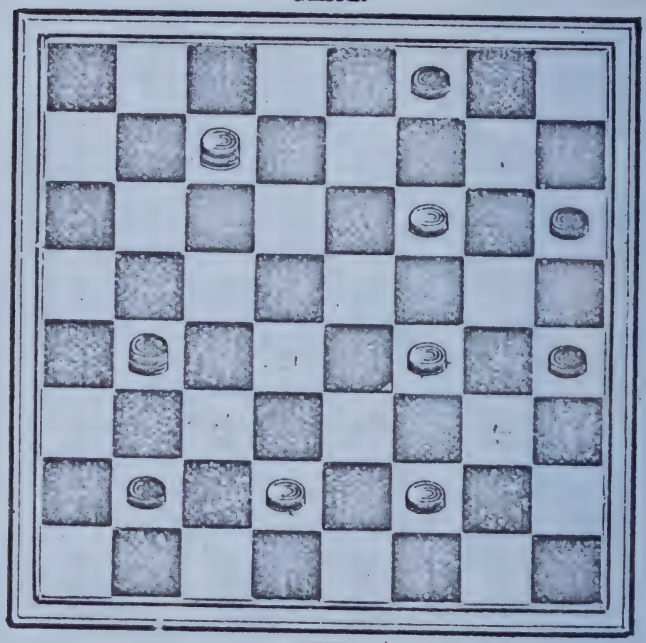
SOLUTION.

WHITE.	BLACK.
27 to 24	20 to 27
26 " 22	17 " 26
19 " 16	12 " 19
15 " 22	

The following position may have occurred by White playing 31 to 26, and Black replying 13 to 17.

NO. V.

BLACK.



WHITE.

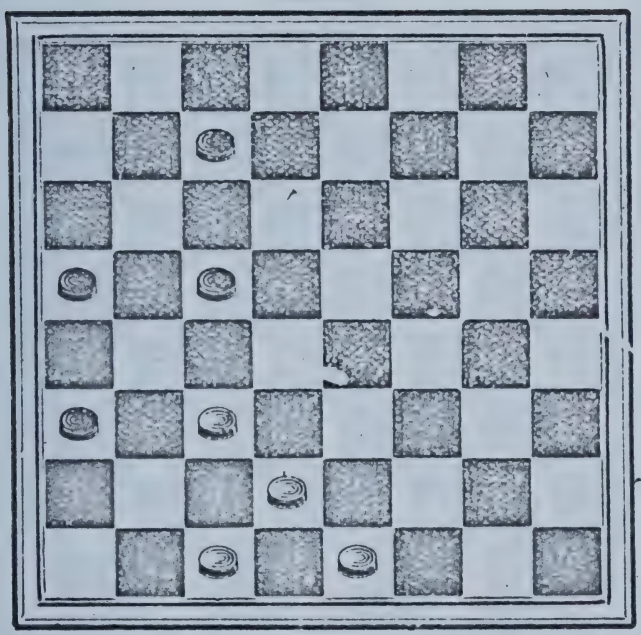
White to play and win.

SOLUTION.

WHITE.	BLACK.
26 to 22	17 to 26
27 " 24	20 " 27
19 " 16	12 " 19
11 " 7	3 " 10
6 " 29	

NO. VI.

BLACK.



WHITE.

White to play and win.

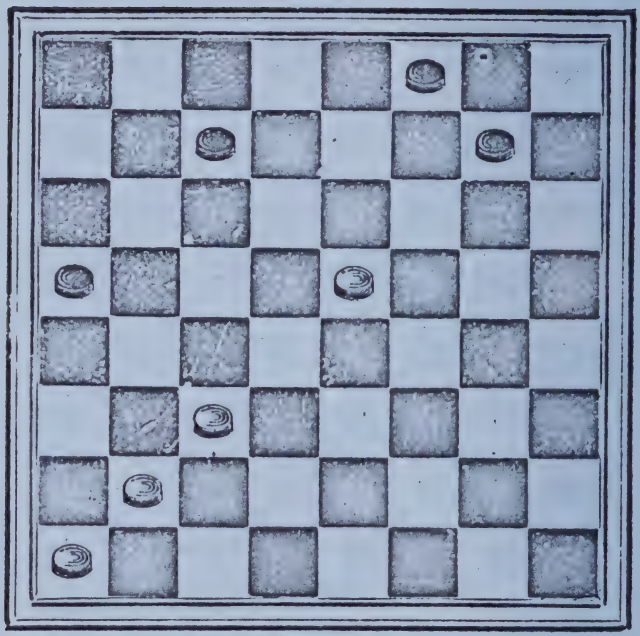
The above position occurred by Black playing 9 to 14.

SOLUTION.

WHITE.	BLACK.
22 to 17	13 to 22
26 " 1	

NO. VII.

BLACK.



WHITE.

White to play and win.

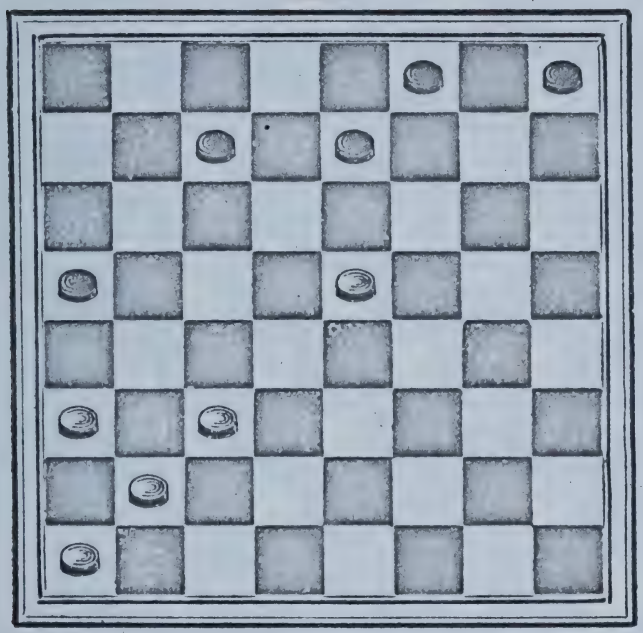
The above position occurred by Black playing 4 to 8.

SOLUTION

WHITE.	BLACK.
15 to 10	6 to 15
22 " 17	13 " 22
25 " 4	

NO. VIII.

BLACK.



WHITE.

White to play and win.

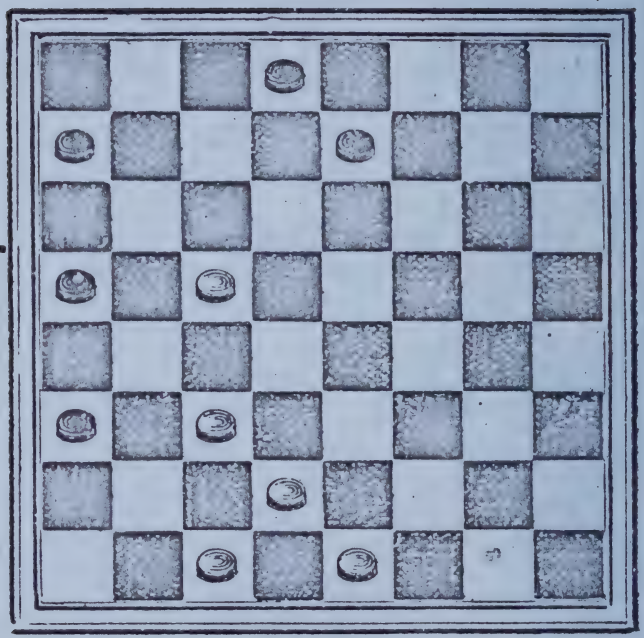
The above position occurred by Black playing 1 to 6.

SOLUTION.

WHITE.	BLACK.
15 to 10	6 to 15
22 " 17	13 " 22
25 " 2	

NO. IX.

BLACK.



WHITE.

White to play and win.

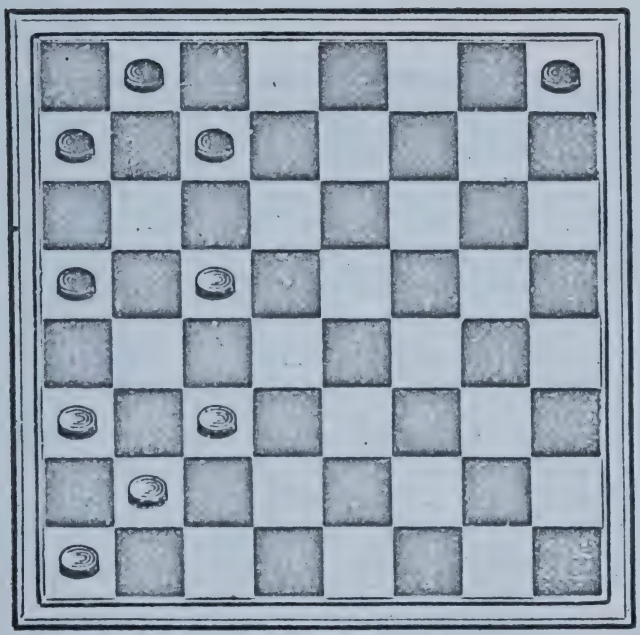
The above position occurred by Black playing 3 to 7.

SOLUTION.

WHITE.	BLACK.
14 to 9	5 to 14
22 " 17	13 " 22
26 " 3	

NO. X.

BLACK.



WHITE.

White to play and win.

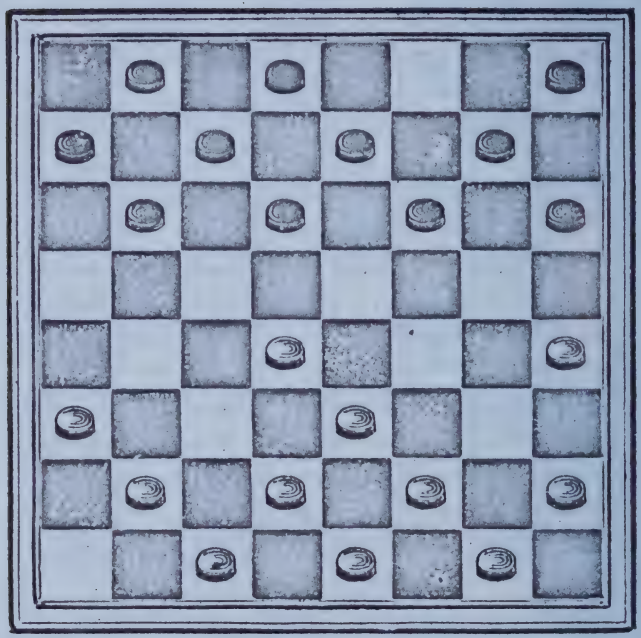
The above position occurred by Black playing 2 to 6.

SOLUTION.

WHITE.	BLACK.
14 to 9	5 to 14
22 " 17	13 " 22
25 " 2	

NO. XI.

BLACK.



WHITE.

Black to play and win.

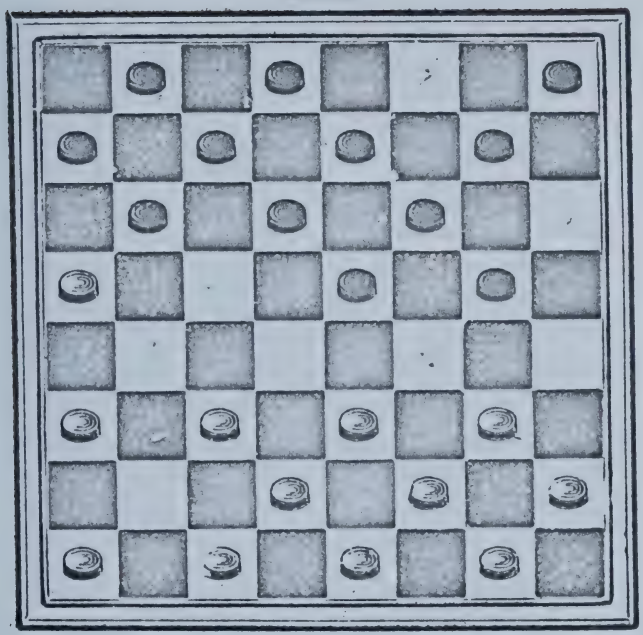
The above position occurred by White playing 29 to 25.

SOLUTION.

BLACK.	WHITE.
11 to 16	20 to 11
8 " 29	

NO. XII.

BLACK.



WHITE.

White to play and win.

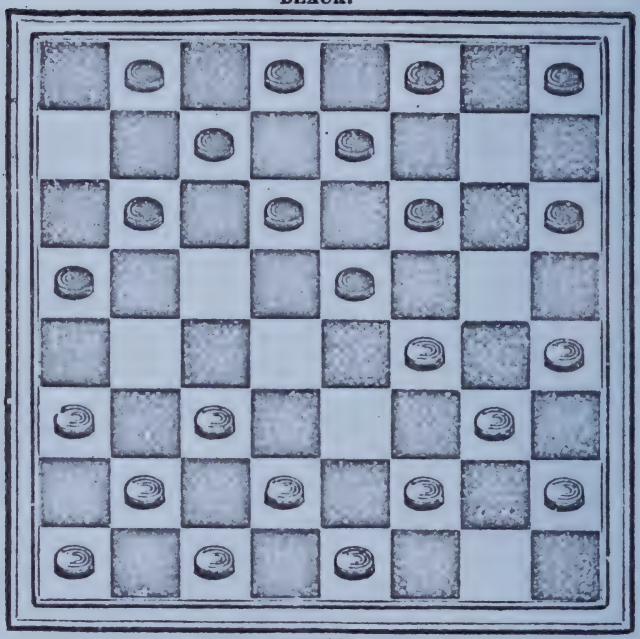
The above position occurred by Black playing 12 to 16.

SOLUTION.

WHITE.	BLACK.
24 to 19	15 to 24
28 " 3	

NO. XIII.

BLACK.



WHITE.

Black to play and win.

The above position occurred by White playing 32 to 28.

SOLUTION.

BLACK.	WHITE.
11 to 16	20 to 11
7 " 32	

GAMES AND POSITIONS.

NUMBER I.

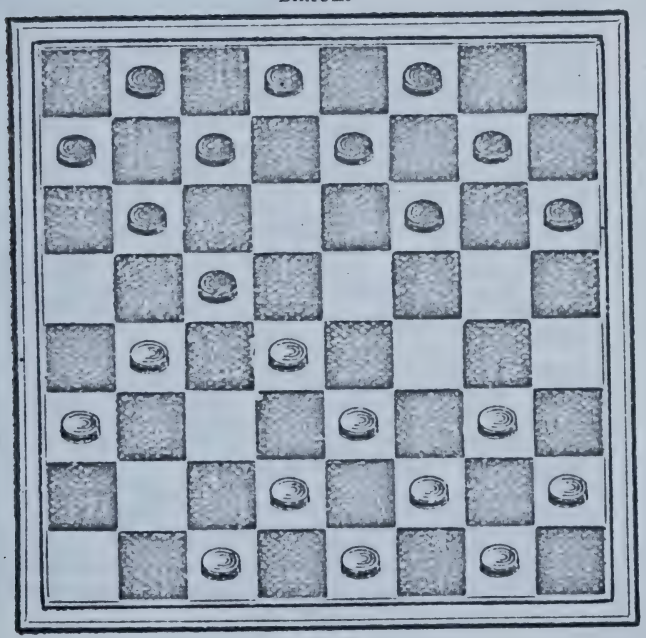
"SINGLE CORNER."

BLACK.	WHITE.
11 to 15	22 to 18
15 " 22	25 " 18
8 " 11	29 " 25
4 " 8	25 " 22
10 " 14	22 " 17 [*a*]

[*a*] This move loses, and leaves the following position.

NUMBER I.

BLACK.



WHITE.

Black to play and win, thus:

9 to 13	18 to 9
13 " 22	26 " 17
6 " 22 [*a*]	*Black wins.*

[*a*] Black now having a man ahead can force a win by playing correctly.

NO. II.

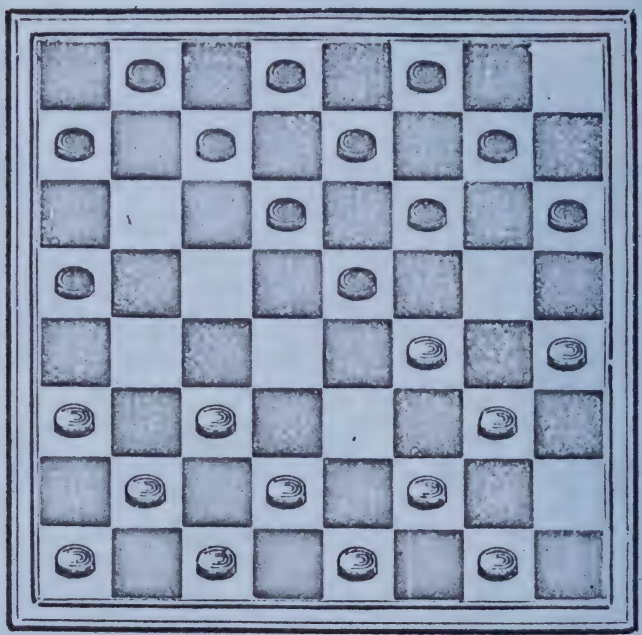
"AYRSHIRE LASSIE."

BLACK.	WHITE.
11 to 15	24 to 20
8 " 11	28 " 24
4 " 8	23 " 19
9 " 13 [a]	

[a] This move loses, and leaves the following position.

NO. II.

BLACK.



WHITE.

White to play and win, thus:

	20 to 16
11 to 20	22 " 17
13 " 22	25 " 4

White wins.

NO. III.

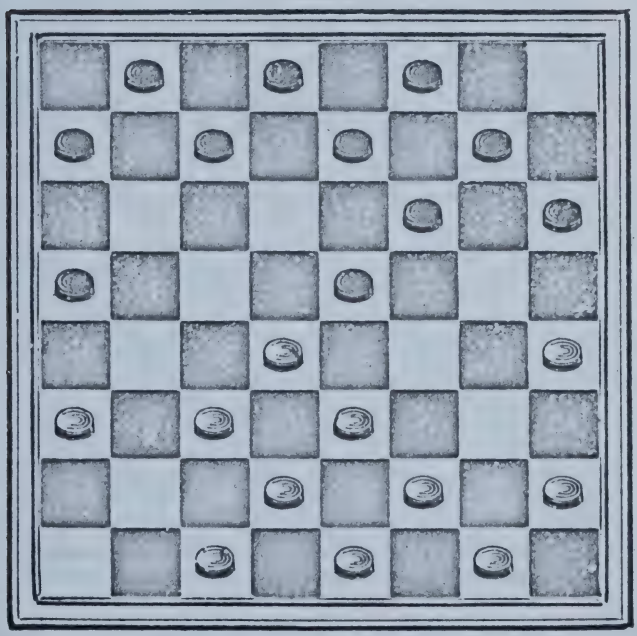
"SINGLE CORNER."

BLACK.	WHITE.
11 to 15	22 to 18
15 " 22	25 " 18
8 " 11	29 " 25
4 " 8	24 " 20
10 " 15	25 " 22
9 " 13 [a]	

[a] This move loses, and leaves the following position.

NO. III.

BLACK.



WHITE.

White to play and win, thus:

	20 to 16
12 to 19	23 " 16
11 " 20	18 " 4

White wins.

NO. IV.

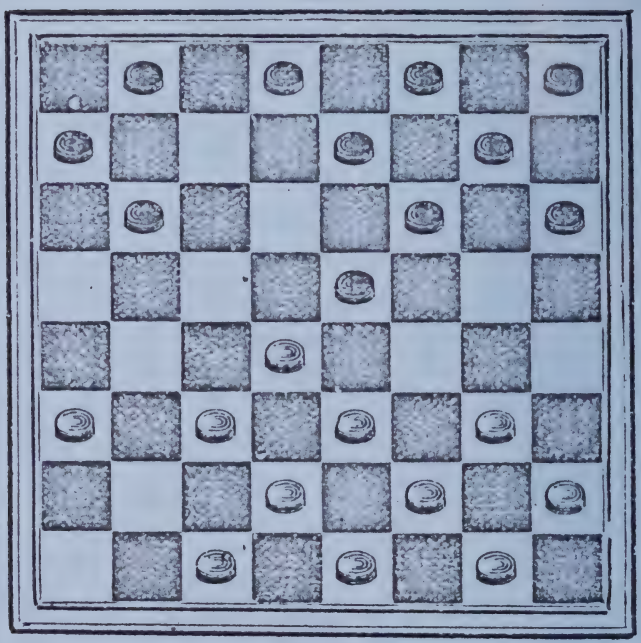
"IRREGULAR."

BLACK.	WHITE.
10 to 15	22 to 18
15 " 22	25 " 18
6 " 10	29 " 25
10 " 15	25 " 22 [a]

[a] This move loses, and leaves the following position.

NO. IV.

BLACK.



WHITE.

Black to play and win, thus:

15 to 19	23 to 16
12 " 19	24 " 15
9 " 14	18 " 9
11 " 25	*Black wins.*

NO. V.

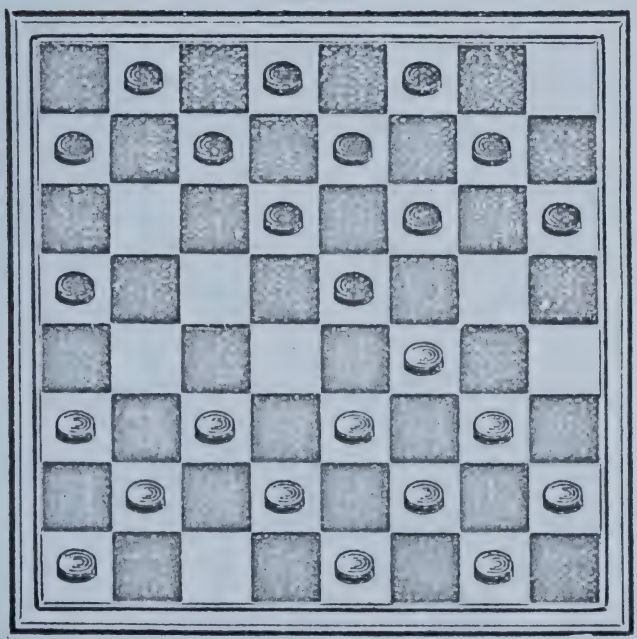
"IRREGULAR."

BLACK.	WHITE.
11 to 15	23 to 19
8 " 11	26 " 23
4 " 8	30 " 26
9 " 13 [a]	

[a] This move loses, and leaves the following position.

NO. V.

BLACK.



WHITE.

White to play and win, thus:

	19 to 16
12 to 19	23 " 16
11 " 20	22 " 17
13 " 22	25 " 4

White wins.

NO. VI.

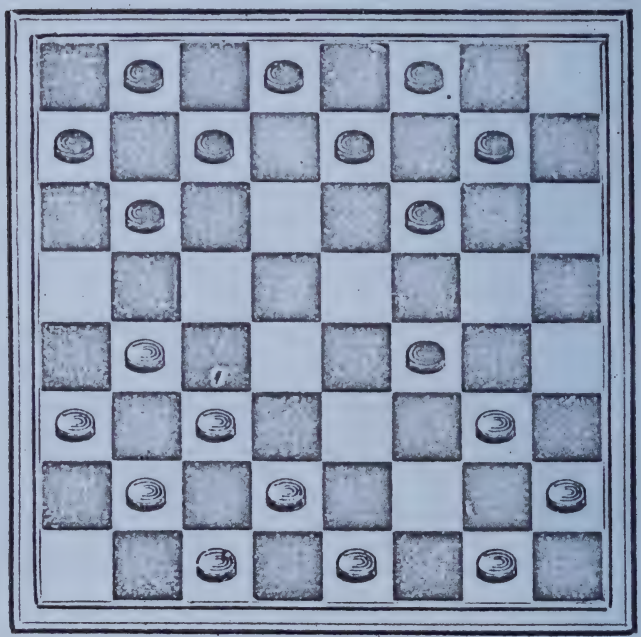
"IRREGULAR."

BLACK.	WHITE.
11 to 15	22 to 17
8 " 11	25 " 22
4 " 8	29 " 25
15 " 19	24 " 15
10 " 19	23 to 16
12 " 19	27 " 24 [a]

[a] This move loses, and leaves the following position.

NO. VI.

BLACK.



WHITE.

Black to play and win, thus:

9 to 13	24 to 15
11 " 18	22 " 15
13 " 29	*Black wins.*

NO. VII.

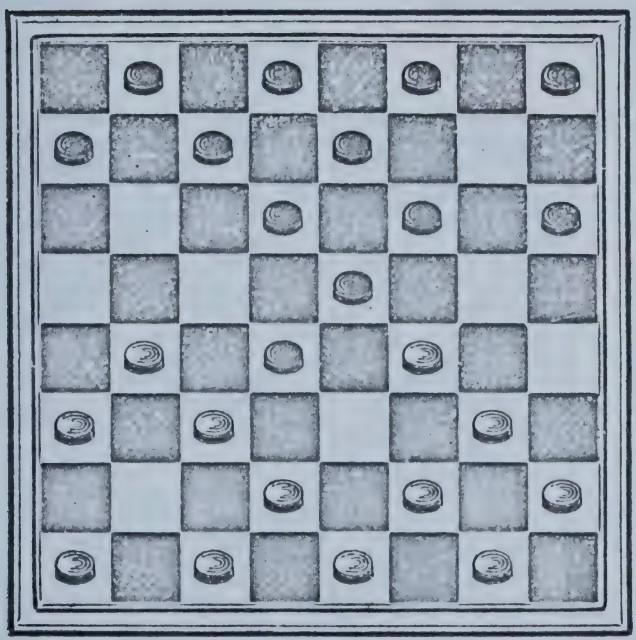
"IRREGULAR."

BLACK.	WHITE.
11 to 15	23 to 19
8 " 11	22 " 17
9 " 14	25 " 22
14 " 18 [a]	

[a] This move loses, and leaves the following position.

NO. VII.

BLACK.



WHITE.

White to play and win, thus:

	29 to 25
11 to 16	26 " 23
6 " 9	23 " 14
9 " 18	17 " 13
16 " 23	24 " 19
15 " 24	22 " 6
1 " 10	28 " 19
4 " 8	27 " 18

White wins.

NO. VIII.

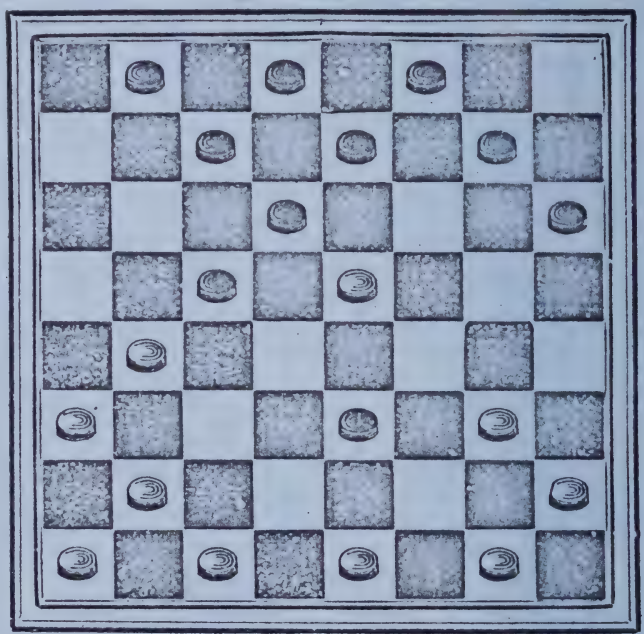
"CROSS."

BLACK.	WHITE.
11 to 15	23 to 18
8 " 11	27 " 23
4 " 8	23 " 19
9 " 14	18 " 9
5 " 14	22 " 17
15 " 18	26 " 22
11 " 16 [a]	22 " 15
16 " 23 [b]	

[a] This move loses. [b] This leaves the following position.

NO. VIII.

BLACK.



WHITE.

White to play and win, thus:

	31 to 27
10 to 19	17 " 10
7 " 14	27 " 9
6 " 13	24 " 15

White wins.

NO. IX.

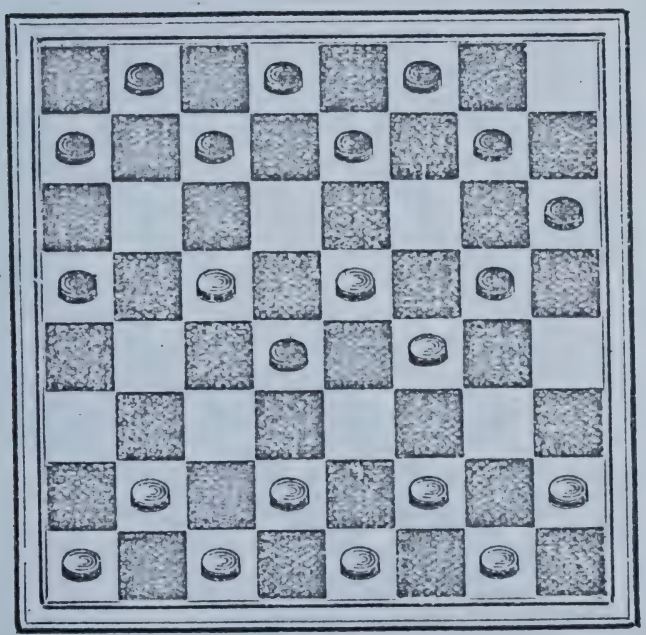
"LAIRD AND LADY."

BLACK.	WHITE.
11 to 15	23 to 19
8 " 11	22 " 17
9 " 13	17 " 14
10 " 17	21 " 14
15 " 18	19 " 15
4 " 8	24 " 19
11 " 16 [*a*]	

[*a*] This mov es, and leaves the following position.

NO. IX.

BLACK.



WHITE.

White to play and win, thus.

	26 to 22
16 to 23	15 " 10
6 " 15	25 " 21
18 " 25	27 " 4

White wins.

NO. X.

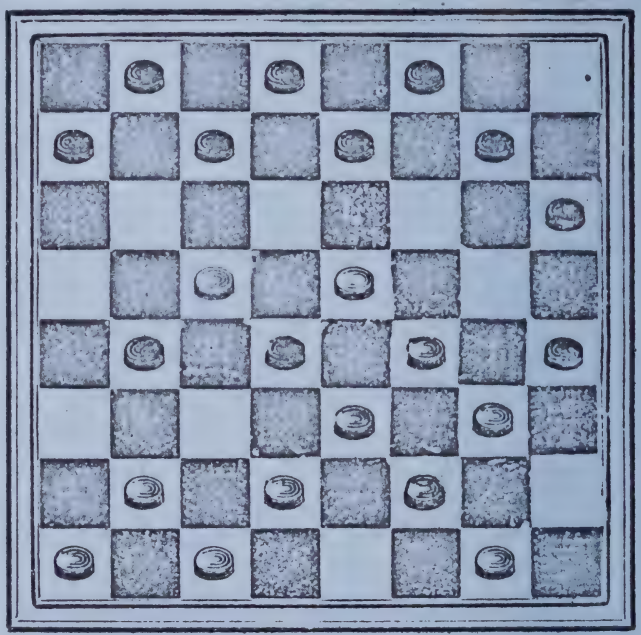
"LAIRD AND LADY."

BLACK.	WHITE.
11 to 15	23 to 19
8 " 11	22 " 17
9 " 13	17 " 14
10 " 17	21 " 14
15 " 18	19 " 15
4 " 8	24 " 19
13 " 17	28 " 24
11 " 16	26 " 23
16 " 20	31 " 26 [a]

[a] This move loses, and leaves the following position.

NO. X.

BLACK.



WHITE.

Black to play and win, thus:

18 to 22	25 to 18
12 " 16	19 " 12
7 " 10	14 " 7
3 " 28	12 " 3
2 " 7	3 " 10
6 " 31	*Black wins.*

NO. XI.

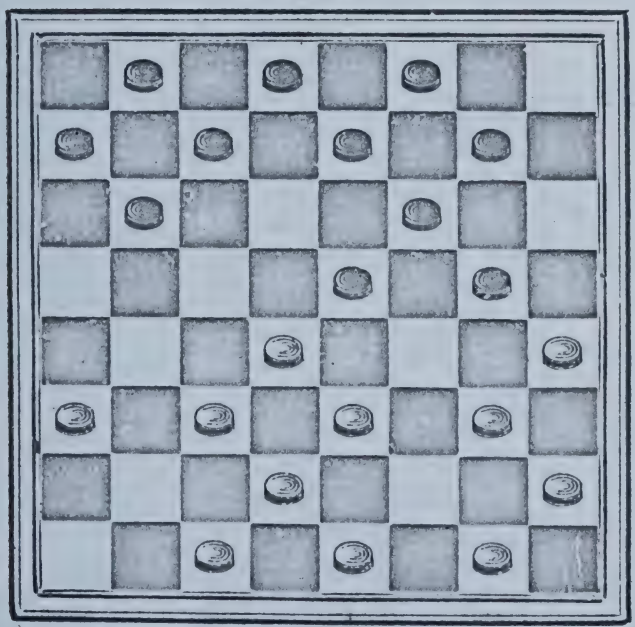
"SINGLE CORNER."

BLACK.	WHITE.
11 to 15	22 to 18
15 " 22	25 " 18
8 " 11	29 " 25
4 " 8	24 " 20
10 " 15	25 " 22
12 " 16	27 " 24 [*a*]

[*a*] This move loses, and leaves the following position.

NO. XI.

BLACK.



WHITE.

Black to play and win, thus:

15 to 19	24 to 15
16 " 19	23 " 16
9 " 14	18 " 9
11 " 25	28 " 24
5 " 14	24 " 19
6 " 10	*Black wins.*

NO. XII.

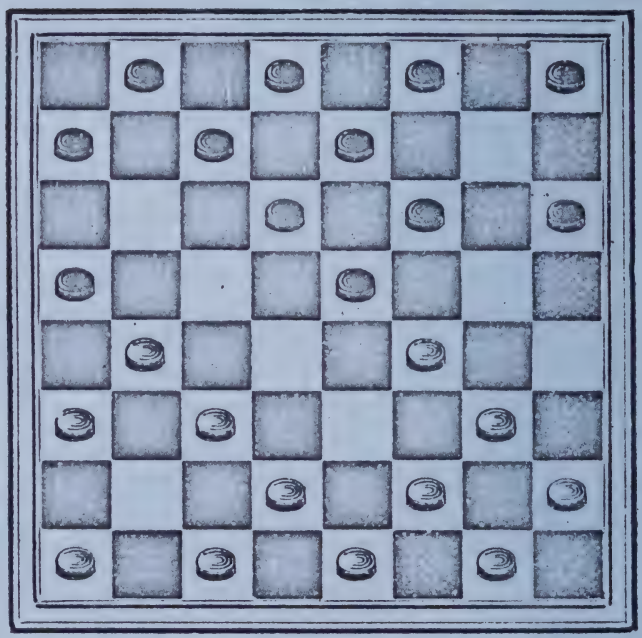
"IRREGULAR."

BLACK.	WHITE.
11 to 15	23 to 19
8 " 11	22 " 17
9 " 13	25 " 22 [a]

[a] This move loses, and leaves the following position.

NO. XII.

BLACK.



WHITE.

Black to play and win, thus:

5 to 9	27 to 23 [1]
9 " 14	24 " 20
15 " 24	28 " 19

BLACK.	WHITE.
4 to 8	30 to 25
11 " 15	32 " 28
15 " 24	28 " 19
8 to 11	19 to 16
12 " 19	23 " 16
6 " 9	26 " 23
1 " 5	31 " 27
10 " 15	17 " 10
7 " 14	16 " 7
2 " 11	20 to 16
11 " 20	22 " 17
13 " 22	25 " 11
20 " 24	27 " 20
14 " 17	21 " 24
9 " 27	29 " 25
5 " 9	20 " 16
27 " 31	16 " 12
31 " 27	11 " 8
27 " 23	8 " 4
23 " 19	4 " 8
19 " 15	25 " 22
9 " 14	*Black wins.*

[1]

9 to 14	26 to 23
15 " 24	24 " 20
11 " 15	28 " 19
15 " 24	32 " 28
4 " 8	28 " 19
7 " 11	30 " 26
12 " 19	19 " 16
2 " 11	23 " 7
6 " 9	26 " 23
11 " 15	23 " 19
14 " 18	27 " 24
18 " 25	20 " 16
15 " 18	29 " 22
1 " 10	22 " 6
	Black wins.

NO. XIII.

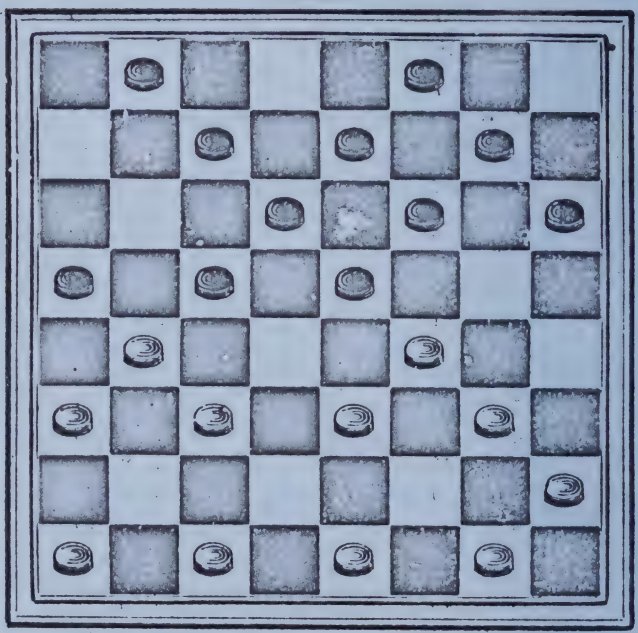
"OLD FOURTEENTH."

BLACK.	WHITE.
11 to 15	23 to 19
8 " 11	22 " 17
4 " 8	25 " 22
9 " 13	27 " 23
6 " 9	23 " 18
9 " 14	18 " 9
5 " 14	26 " 23
2 " 6 [a]	

[a] This move loses, and leaves the following position.

NO. XIII.

BLACK.



WHITE.

White to play and win, thus:

	24 to 20
15 to 24	28 " 19

BLACK.	WHITE.
6 to 9	30 to 26
11 " 15	32 " 28
15 " 24	28 " 19
8 " 11	19 " 16
12 " 19	23 " 16
11 " 15 [1]	16 " 11
7 " 16	20 " 11
14 " 18	17 " 14
18 " 25	14 " 7
3 " 10	29 " 22
9 " 14	22 " 17
13 " 22	26 " 17
14 " 18	11 " 7
18 " 22	7 " 3
15 " 18	3 " 7
10 " 15	7 " 10
15 " 19	17 " 13
19 " 23	10 " 14
22 " 25	14 " 17
25 " 29	13 " 9
1 " 5	9 " 6
5 " 9	17 " 13
29 " 25	6 " 1
9 " 14	13 " 17

White wins.

[1]

1 to 6	26 to 23
11 " 15	22 " 18
15 " 22	16 " 11
7 " 16	20 " 11

White wins.

A MIDNIGHT ENCOUNTER.

BY "MARTIN."

The game of Draughts, to one who can comprehend its deeper mysteries, is one of the highest intellectual amusements. In my own estimation it occupies the first place, and chess owes its superior reputation to the complexity of its manœuvers rather than its opportunities for scientific play. But my intention is not to write a panegyric upon my favorite game, but to narrate a most singular event, which made an impression upon my mind that many years have failed to efface.

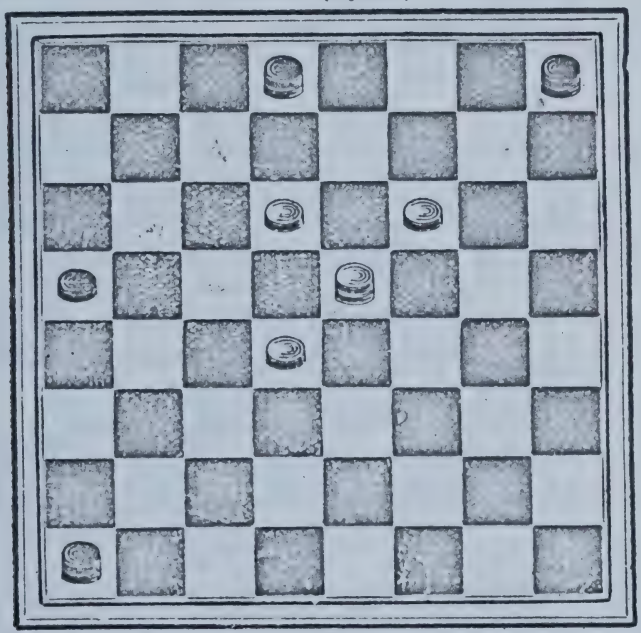
At the time of this occurrence I was about twenty, and enthusiastically fond of draughts, in which I had attained such proficiency as to conquer all players in my own New England village. A signal victory over an old sea-captain, who alone disputed my supremacy, determined me to make a journey to England and cultivate my talents under the instructions of the London masters. That I did not carry out this design is owing to the following remarkable adventure:

A short time before my intended departure, I was seated in an old country inn on one of the dullest and rainiest days it was ever my fortune to see. I had been playing draughts with mine host, but found him such a mere tyro, that there was no sport in beating him. I therefore dismissed him and proceeded to solve a problem of Sturges; but the old master of draughts had constructed so difficult a position that I could see no solution to it; but I scorned to refer to the book for assistance. Suddenly happening to look up, I perceived a tall old man gazing upon me with an air of triumph. Seating himself opposite to me, he solved the problem with a few simple moves, and offered me the choice of men.

I looked at him with some surprise, and beheld a really handsome man, although much beyond the prime of life, with a

grave, studious sweetness of look. I moved 11 to 15 and the struggle commenced. The game occupied nearly an hour, for I was determined to do my best against this strange antagonist, and played with great deliberation. He moved apparently without a moment's thought, but so skillfully, that in several instances only the greatest concentration of my power enabled me to save my game At length the following position was brought about:

BLACK. (Myself.)



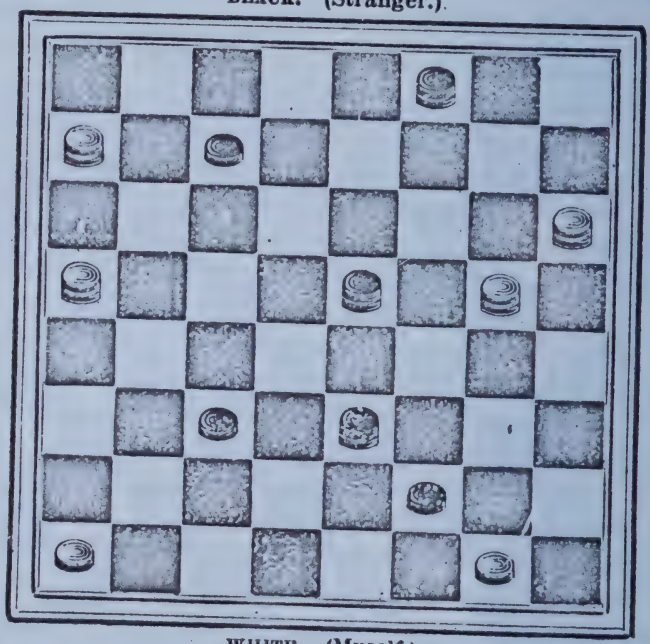
WHITE. (Stranger.)

Here, it being my antagonist's turn to move, he uttered a low musical laugh and said: "Sir, you have played this game very prettily, but you will now lose every one of your pieces in just eight moves." Of course he was right and I was beaten.

We fell to conversation upon the game, when the stranger related anecdotes and displayed problems that filled me with amazement. The colloquy was so interesting that I should never have desired it to cease, had not the stranger broken off, exclaiming: "Favor me, sir, with one more game, for my time is short, and I have not played for many years."

Again we engaged. The game was most absorbing, and I had strong hopes of victory. I was surprised at myself, and my adversary no longer played with the careless rapidity of the former game. With beating heart I sternly determined that I would win, if any skill would enable me to do so. At length this was the position:

BLACK. (Stranger.)



WHITE. (Myself.)

Here, considering my superiority in kings, I thought myself sure of victory; but my rival, whose turn it was to play, said mildly, "You lose every one of your pieces, sir, in just nine moves."

The nine moves followed, and I again yielded to superior skill. I asked the name of the stranger.

"Joshua Sturges, friend. Farewell, with thanks."

He was gone with the first streak of dawn, and I gave up my voyage to England and my game of draughts.

THE END.

DICK & FITZGERALD,

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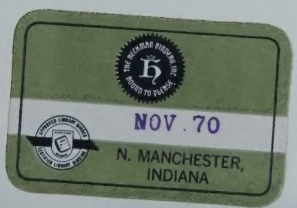
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